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NARIKO

Her sword isn't the only thing that's heavenly

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THE WITCHER

— ROLE-PLAYING GAME —

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[ACTION]

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Tyris Flare

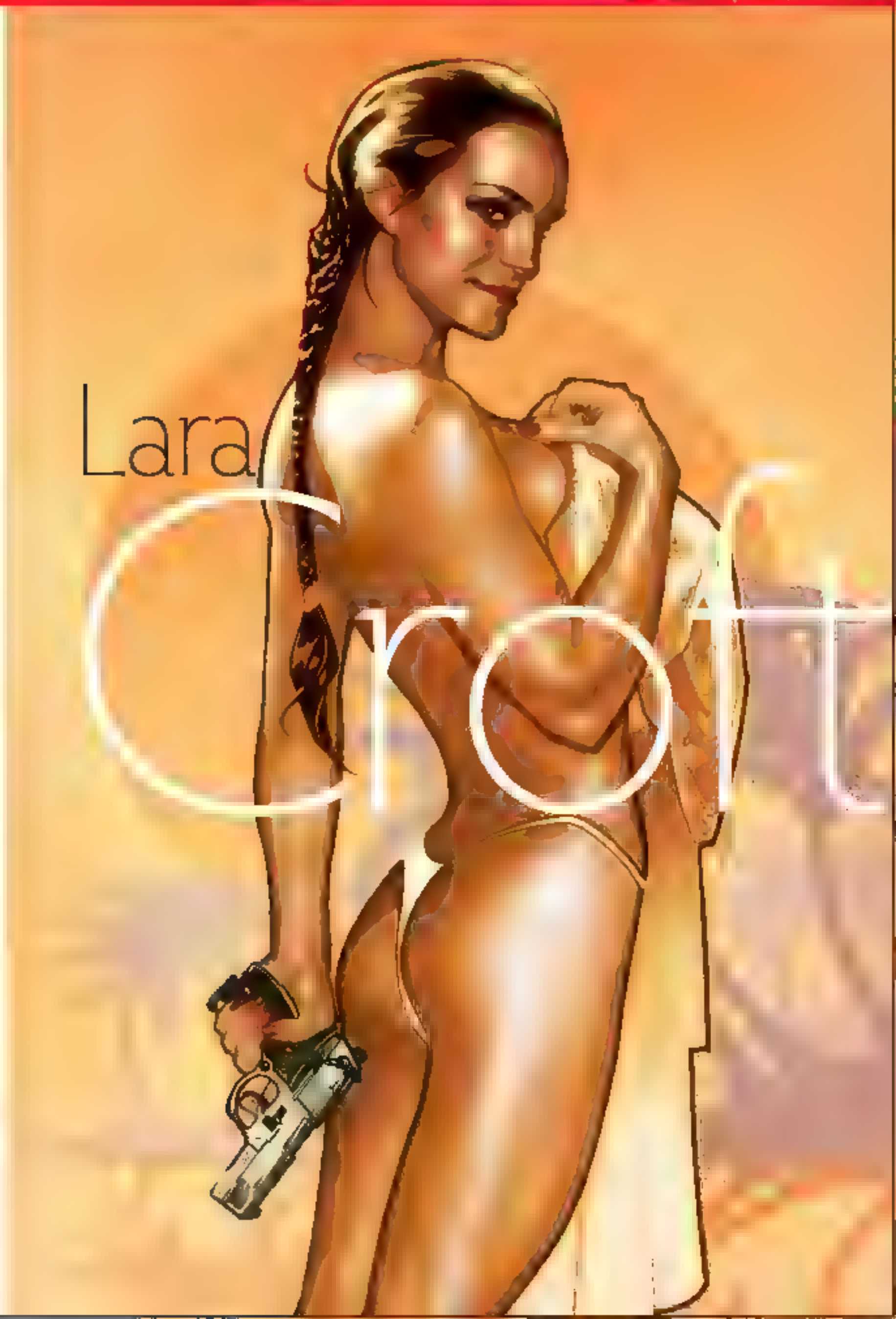
You may remember her as the bikini-clad barbarian girl who enjoyed knocking around Death Adder's minions once upon a 16-bit time, but Tyris has matured into a painstakingly detailed 3D next-gen beast rider... who enjoys knocking around Death Adder's minions. But this time it's for keeps! (For even more Tyris, dial up the mature version of GoG Volume 5 at direct2drive.com).

Lady has grown quite a bit since we last saw her in DMC3, blossoming into an adult "equipped with ballistics" (to borrow a phrase from another Capcom action-adventure) only slightly outshone by her massive rocket launcher. Although her real name is Mary, she is known to Dante only as Lady—a nickname he bestowed on her.

Lady

Trish

Trish, the devil-slayin', half-demon seductress from Devil May Cry 1 may have turned out to be a clone of protagonist Dante's *mother*, but that doesn't make her any less hot. Her role in DMC4's storyline remains unknown, but there's little doubt she'll be serving up her trademark devil beatdowns in style.



Liberties have obviously been taken in this comic-book interpretation of the mightiest gaming heroine of them all. Liberty and justice for all!

Look Mom: I've been manga-tized! From the ongoing series of Tankobon (the manga term for "Compilation graphic novels") the manga Lara gets ready for a dip. Unfamiliar with the Tomb Raider manga? Get to know it STAT. Trust us: it's requisite reading.

Nova

Cassie

An agent for UNITE—the United Nations Intelligence and Tactical Experts—Cassie Nova travels the world delivering lethal justice to dictators and criminal kingpins. Her turn-ons are form-fitting ballistic body armor, combat heels, and getting to wear expensive sexy disguises. Turn-offs are poorly forged passports, unchecked aggression, and the paperwork she has to do whenever she shoots someone. If Cassie sounds like your kind of girl, don't come looking for her; she'll find you in The Agency.

Chihiro

As the second playable character in Taito's upcoming Legend of Kage 2 for Nintendo DS, Chihiro from the Iga ninja clan is just as deadly as hero Kage. Bright and ebullient, but wielding her scythe-spear and chain with fatal accuracy, this catty kunoichi is not to be trifled with.

Varanna

Human Mage

Her service to the Masters of Chaos has earned her the title of Overlord of Pyres. Working her [illegible] up the ranks of the Lords of Chaos by [illegible] backstabbing, she cares little what others think of her ruthless methods. Her persuasive personality and mastery of coercion have recruited many powerful allies. Drawing her strength from the burning energies of molten lava, she commands fiery Shadow minions like the Drakes and Goblins of Lavastorm. A vengeful opponent and dangerous combatant, this mistress of flame is never satisfied until her enemies are incinerated.

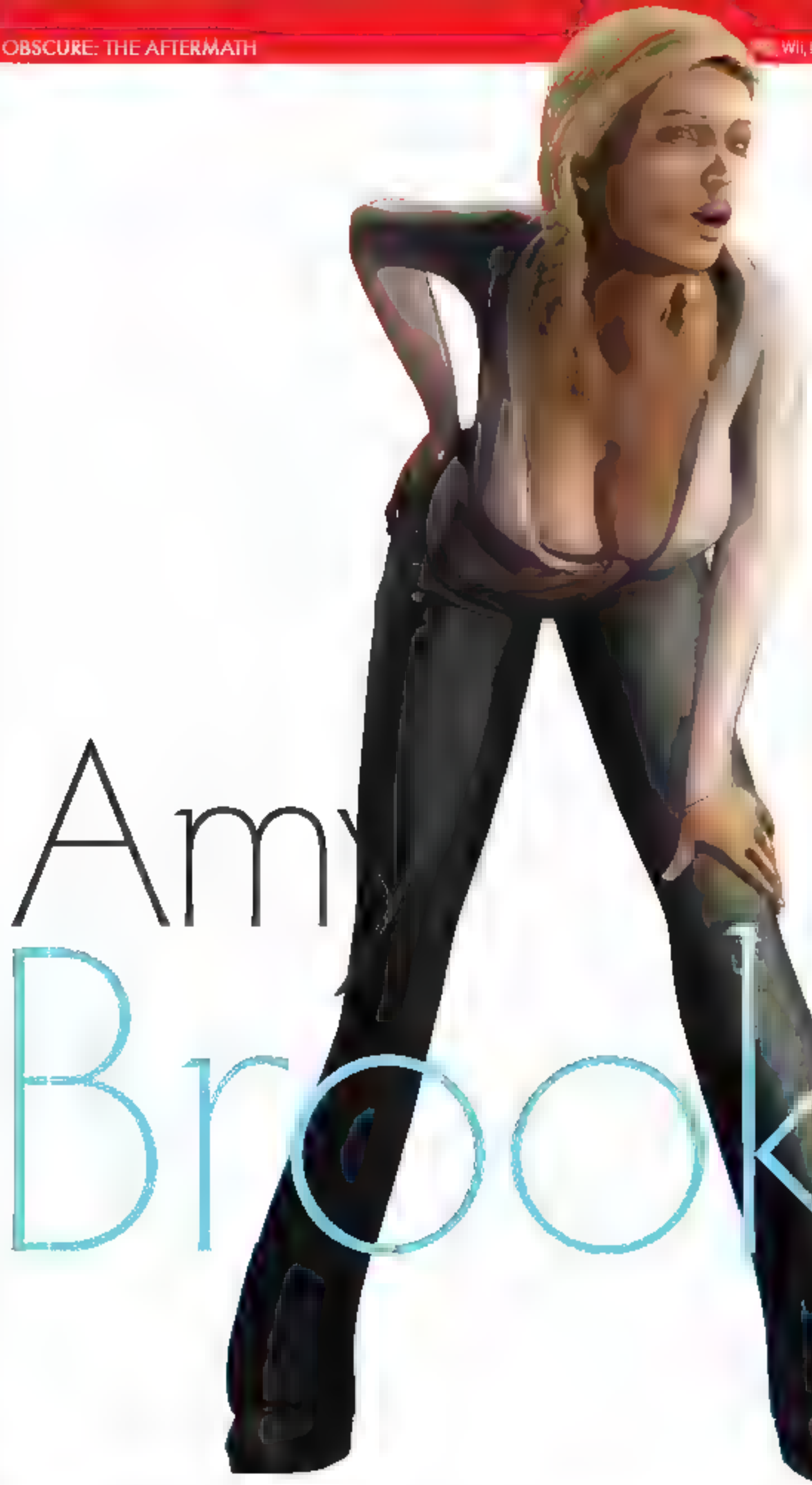
Cyndra

Wood Elf Scout

The Wood Elf known as Cyndra is a masterful thief and assassin, although she bristles at those words. Some call her mercenary and selfish, but she would say it's just being practical. Impatient by nature, she tires quickly of negotiation and prefers the visceral thrill of close combat. Her Oathbound Mask can't conceal the passionate fire in her eyes. With skills as sharp as her blades, Cyndra has mastered all kinds of weapons including swords, daggers, spears and the bow. Like an arrow aimed and loosed at a target, she finishes any job in the most direct way possible.

City infested with demons? Who you gonna call? Not only will Alicia send them back from whence they came, but she'll look damn good doing it. Don't get too close though; her broom-stick transforms into a Gatling gun, machine gun, shotgun or canon, and she casts devastating spells that decimate her surroundings like miniature nuclear explosions.

libia



Amy Brookes

Amy Brookes is a genuine blonde, absolutely radiating pizzazz when it's time for fun. She recently won the Miss Wet T-Shirt contest at her campus. When it comes time for deciphering coded messages to help save her friends, this party girl may surprise you. Amy can suppress her bubbly side, tune out the world, and break down puzzles and codes with the skill of a phenom. Many classmates in Obscure: The Aftermath have a crush on this decoder in a siren's guise.

Ellen takes on many forms during her journey of discovery as she investigates the murder of her mother by passing beyond our world into the Netherworld through the sea-side village of Doolin. Beautiful and surreal, the realm of the dead agrees with this Ellen's brave and inquisitive nature.

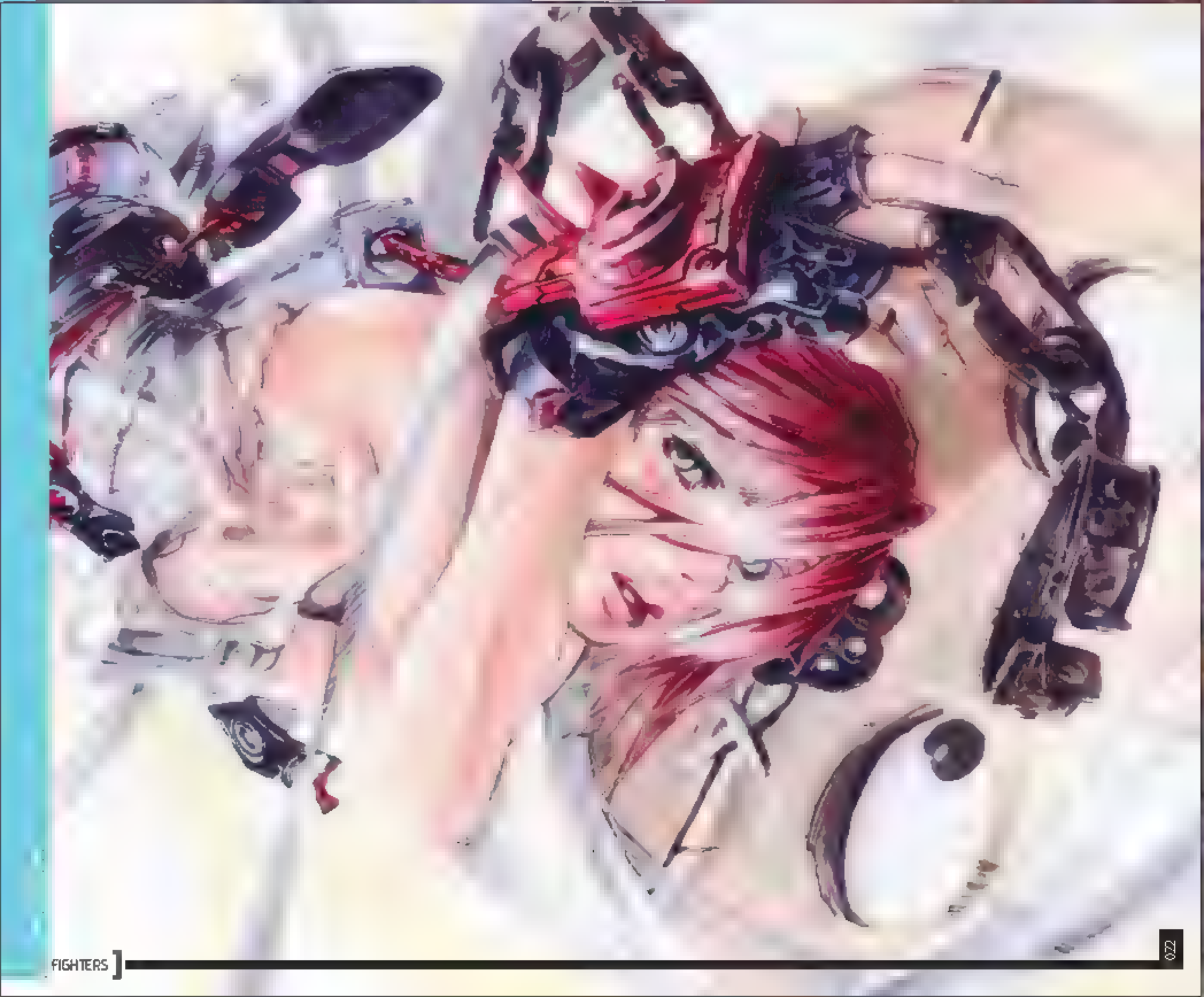
Ellen

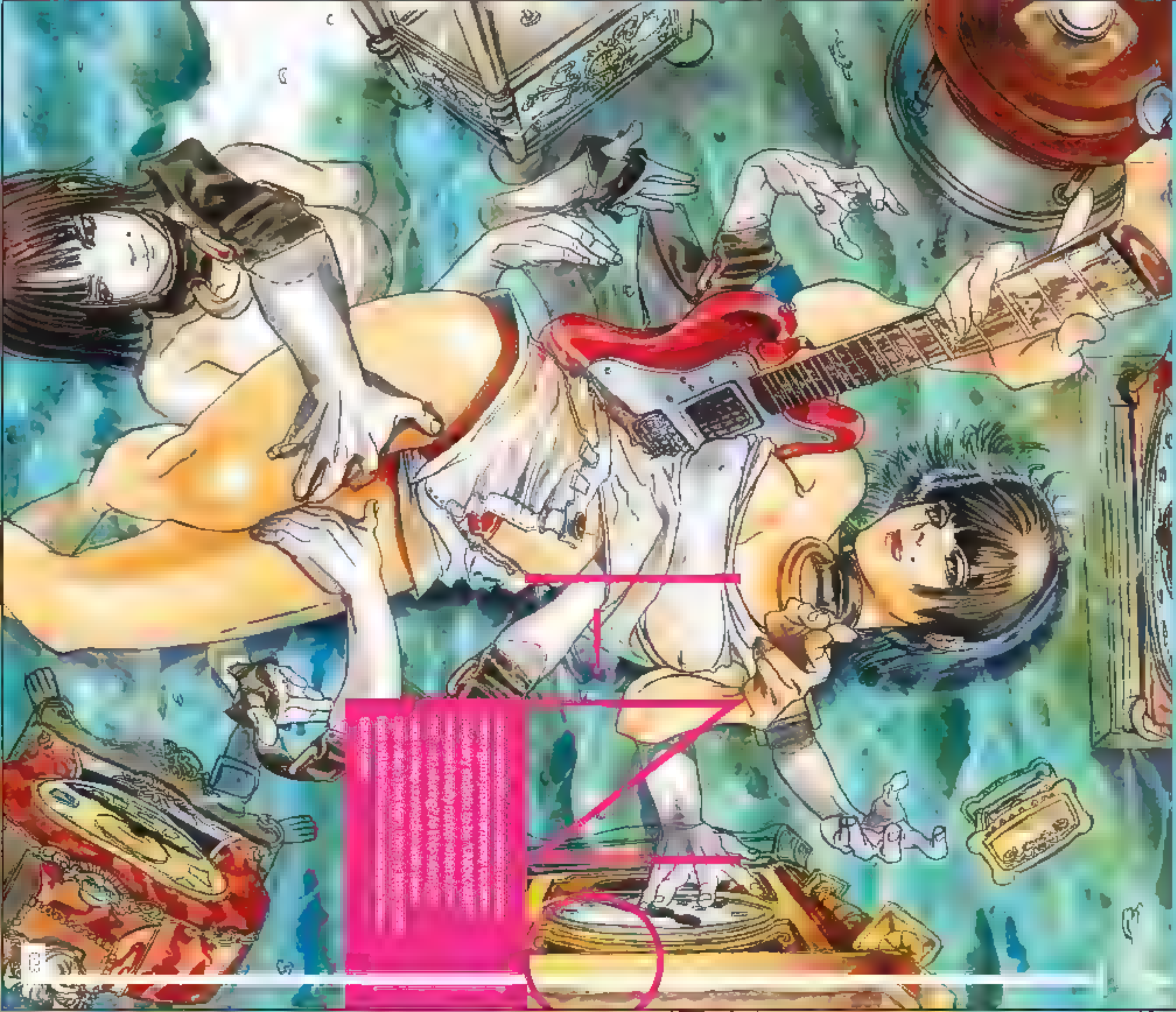
FIGHTERS!

girls of gam

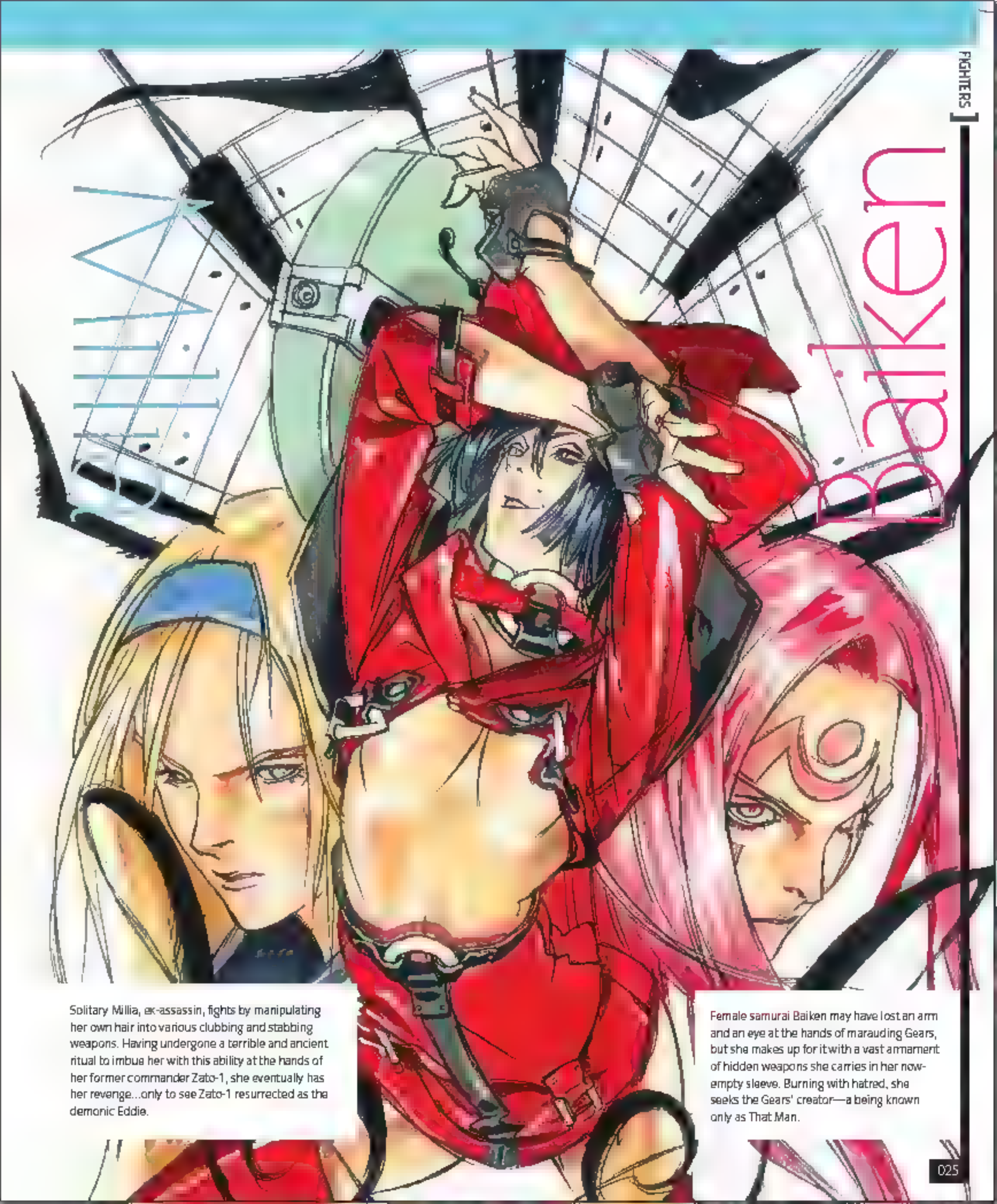
GUILTY GEAR SERIES

The Guilty Gear series of fighting games have long been known for their bombastically unique character designs, and characters of the female persuasion are certainly no exception. On the following pages we explore the baroque beauties of Guilty Gear, art courtesy of series producer/director/character designer/composer, Daisuke Ishiwatari.





Her opponents might not think little May looks too tough, but they shut up real quick when she starts swinging her giant anchor around. As a member of the Jellyfish Pirates and crewwoman on sky captain Johnny's airship, May is looking for love—and Johnny is the sole object of her affections.



Solitary Millia, ex-assassin, fights by manipulating her own hair into various clubbing and stabbing weapons. Having undergone a terrible and ancient ritual to imbue her with this ability at the hands of her former commander Zato-1, she eventually has her revenge...only to see Zato-1 resurrected as the demonic Eddie.

Female samurai Baiken may have lost an arm and an eye at the hands of marauding Gears, but she makes up for it with a vast armament of hidden weapons she carries in her now-empty sleeve. Burning with hatred, she seeks the Gears' creator—a being known only as That Man.

Sultry, sexy Ivy was raised in the home of London aristocrats, but born from the evil seed of Soul Edge owner Cervantes. Her desire to wield the holy sword Soul Calibur—an impossibility due to her cursed blood—eventually drove her to perform arcane experiments on herself, leaving her near death. Not knowing how long she has left to live, Ivy is determined to destroy Soul edge once and for all.

Hilde

Hilde–full name Hildegard von Krone–is the new female combatant in Soulcalibur IV. Coming from a line of Teutonic kings known as the Wolfkrone, Hilde leads an entire royal army with the aim of Soul Edge's ultimate destruction. In a first for the series, she eschews the traditional vertical/horizontal slash scheme for a weapon assigned to each attack button–in one hand, a short sword; in the other, a banner-topped spear.

Sophitia

Sophitia, a common-born daughter of bakers from Athens, never imagined she would be chosen by the ancient Olympian god Hephaestus to destroy the cursed sword Soul Edge...and nor could she possibly have imagined what sorrow it would bring her. Though her raison d'etre is the obliteration of the evil blade, she now finds herself facing an impossible dilemma: To do so will mean the death of her only daughter.

cassandra

Taki

Cassandra, younger sister of Sophitia, believes it is her purpose to rescue her sibling from the yoke of Hephaestus' control and the eternal quest for Soul Edge. Having once stolen Sophitia's sacred blade and set out alone, she has now been acknowledged as a warrior in her own right. But are the rumors she has heard of a holy stone with the power to control Soul Edge true, or merely a manipulation?

Having long pursued the legendary blades Soul Edge and Soul Calibur, fugitive kunoichi/demon huntress Taki finally learned firsthand of the havoc they could wreak when brought into contact with each other. Devoting herself entirely to making sure they never come close to each other again, Taki once again prepares for battle.

Absolutely, completely insane, the bloodthirsty Tira, raised by a secret cadre of assassins, can only feel emotion by killing. At times appearing cheerful, the next moment consumed by madness, Tira gathers soldiers for the coming battle—Soul Calibur versus Soul Edge, light versus dark. Needless to say, her devotion lies with the black and hateful blade.

Tira

Sarah Bryant

Sarah's been knocking around Sega's Virtua Fighter series since the first crude polygonal punch was thrown. The premier 3D fighter of the '90s-arcade movement, the game set the standard for generations of 3D fighters to come, and Sarah, looking none the less for wear, has never missed a match.

Rachel

When she's not [illegible] fiends or [illegible] rescued by Ninja Gaiden protagonist Ryu Hayabusa, Rachel likes to do [illegible] all Tomonobu Itagaki-san designed girls do: stand around looking insanely sexy. Fill her Ninja Dog any day. If you want to play with Rachel [illegible] one iteration of Team Ninja's saga will do: Ninja Gaiden Sigma. Try to stay focused.

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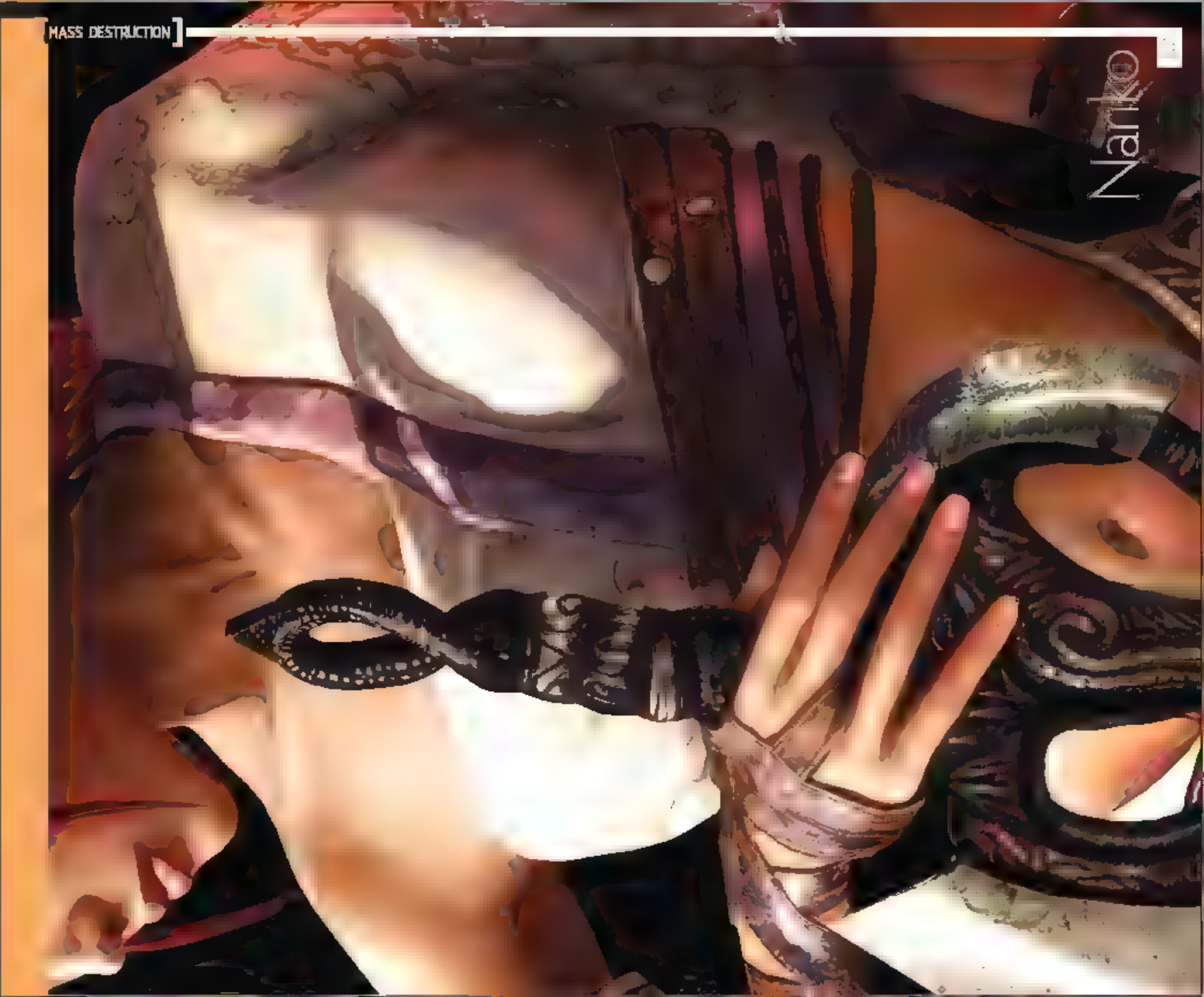
MASS DESTRUCTION

Nariko

Likes: Dispensing minions with a vengeance, hand-held cannons, her adopted sister Kai (master of the old "twing-bwang"), her father Shen when he's not trying to kill her, and of course, world peace.
Dislikes: King Bohan and his bloated misshapen offspring, Roach; Flying Fox, Whiptail, and the sword that's sucking the life out of her to save her clan. What she's going to do about it? Kill 'em all.

Heavenly Sword is the result of a five-year international effort merging game development with motion capture and wire-fu, groundbreaking technology from Weta Digital, accomplished thespians, and the tireless dedication of Ninja Theory to bring about the most cinematic gaming experience to date. Nariko herself is the product of an intense process between Ninja Theory and Weta Digital. Brought to life on the beta program for the 3D sculpting package Mudbox, created during the production of Peter Jackson's *King Kong*, Nariko's face contains two

MASS DESTRUCTION
Narko


Naruko

She may not look like a young student from a Buddhist monastery raised by nuns, but the Witchblade tends to have that effect on its chosen. Amen.

Lyla—current bearer of the Witchblade in the ongoing comic-book series...you'll still like her when she's angry.

Celine

Marguerite

In the melancholy of Circle of Doom

Morene

Appearing as the Vampire Morene Strident in the original Kingdom Under Fire, in Circle of Doom Morene is manifested as Leinhart's vision and therefore cast in an altogether different (albeit still dark) light.

Likes: Xenology, Exobiology, Demonology, Indi[illegible] Slaughter. Bending the weak wills of [illegible] beings to better [illegible] her purposes. Random high-[illegible] experimentation on unwitting "[illegible] Aardvarks."

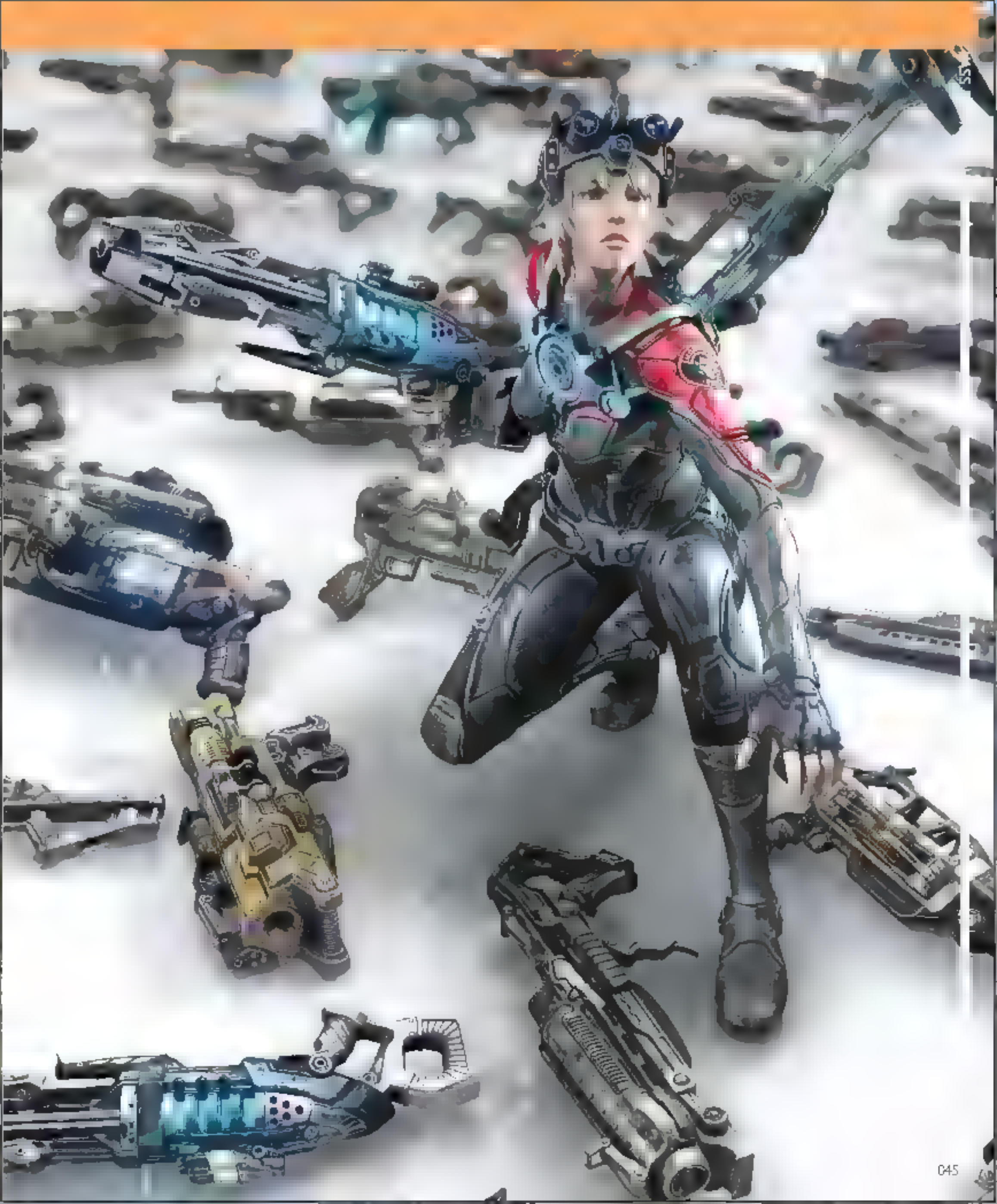
Dislikes: [illegible] of Military [illegible], ASPCA, [illegible] Rights, uninformed prejudice against the manipu[illegible] and domination of Demonkind because, "Hey, You wouldn't [illegible] a girl for [illegible] a robot [illegible]. So how is 100 stone of horned creature from the [illegible] abyss any different? Puppets are puppets [illegible] they'll all [illegible] fine, love."

What she's going to do about it:

In an age of slaughter, when malign forces beyond comprehension ravage and rend the Earth with impudence, Alay busies [illegible] studying, experimenting, testing, and trying. [illegible] ultimate objective [illegible] thing [illegible] than the total subjugation of Hell.

Alay [illegible] her eyes to the plight of the damned men of [illegible] and [illegible] a cheek to the horliest inquiries of supposed friends. To her, only absolute domination matters. And once every man, woman, child, and creature of the universe is nicely [illegible] into its place, perhaps [illegible] she'll tidy up this cesspool of a [illegible].

The Syn were first [illegible] about their [illegible] in society [illegible] they fit in [illegible] new social structure [illegible] price war broke out between the Sapiens and the [illegible] there was no question about Syn loyalty. With their fare, porcelain-like skin, elegant body [illegible] beautiful features, many Sapien Orb considered the Syn too pretty for the [illegible]. However their shrewd movements, instinct for survival and fast trigger fingers [illegible] the tide of battle in a heartbeat. The Syn fight hard and bravely in the war against the Alter [illegible] for Luminbes, the scarcest resource of the Huxley world.



Place their cards in the camera's eye and watch in amazement as the girls of Eye of Judgment materialize on-screen and virtually in the palm of your hand. Elven Berserker Maidens, Bewitching Elf Archeresses, Aluhja Priestesses and Divine Goddesses—all yours to have, hold and wreak havoc on your opponent.

Sarah openly admits to being very rebellious during her high school years. Though intelligence and aptitude tests have placed her well above average, she claims to have disliked school and only put minimal effort into her studies. This was an initial concern when Sarah applied for advanced training in the AFS (Allied Free Sentients) to earn her SFC status, however the recommendation given by her Supervising Officer clearly indicated that she was able to precisely and efficiently complete mission objectives in a leadership role, and was someone that had earned the respect of her squad as a warrior who could be counted on in the war against the Bane.

Sarah Morrison

Selitha is a deadly lone hunter stalking the foul Pitborn. A tracker with unmatched skill and grace, her people developed their warrior discipline in the earliest days of Haran, the world of 2Moons. They fight for the good in life, for the very essence of nature and all living entities, and they draw magic from this strength.

Selitha

Like all members of the Incar Order, Maress has pledged to uphold the tenets of The White Lady. Raised as magicians, members of the order learn to channel the energies of the Old Ones, commanding fire, ice and lightning. The order celebrates free will, so its magic can be used for good or evil intent. Maress follows a rare neutral path, ever riding the eye of the storm.

Yukari Takeba

Of the three lovely ladies you'll end up sharing a dorm with, Yukari is the sass of the SEES group; don't let her pretty-in-pink exterior fool you, as she can hold her own no matter if she's assaulting her teammates verbally or using her skill at archery to fill a demon or two full of arrows.

Mitsuru Kirijo

If being a sultry red-haired upperclassman wasn't enough, Mitsuru is a powerful and highly skilled Persona user, one of the founding members of SEES, and is the filthy rich heir to the mega-corporation known as the Kirijo Group. She'll even take you for a ride on her custom-built motorcycle if you can prove to her you're an intellectual equal. Wish you'd paid more attention in school now, don't ya?

Fuuka Yamagishi

Horribly shy, a bit sickly, and worried about her "femininity" due to her love of technology, Fuuka originally may seem like the bottom choice among the three SEES heroines. Her sincerity, devotion to her friends, and dedication to doing her best, however, position her as one of the most likable characters ever to grace an RPG.

Aigis

The "sexy female android" idea has been done before, but never with such flair and personality as Aigis brings to Persona 3. Riddled with guilt over her past, Aigis commits herself to your protection in hopes of righting the wrong she has caused. Oh, and for a highly technical robotic weapon, she sure looks cute in a schoolgirl uniform.

Metis

Obviously tired of living a life of solitude in the mysterious realm known as "The Velvet Room," Igor finds himself an alluring assistant named Elizabeth. Don't get too attached to her, however; while she's easy on the eyes and a walking encyclopedia on the beings known as Persona, she seems like the type of girl who might have a frightening fetish or twelve.

Who exactly is the mysterious being known as Metis, and what connection does she have to Aigis? That is a question that only the Persona 3 expansion release, FES, can answer. Now, Atlus, about FES...

EPIC BEAUTIES

Snake Charmer

The forests of PokNora have traditionally been governed by the elves under a ruling body they established known as the Elemental Circle. This organization was founded to maximize the degree of control the citizens of the forest had over the Nora. Within Elemental Circle, elves hold themselves to be the best of the Nora-kind, and take their self-proclaimed roles of protectors of the Nora very seriously. Apart from their arrogance, the elves are renowned for their knack for literature, their swiftness in battle, their [illegible] and an uncanny kinship with wild creatures, as this snake charmer demonstrates. In the [illegible] many began to question the necessity of the Elemental Circle.

Netari Soul Torch

In an effort to avoid a civil war between elves, the Netari moved into a series of tunnels deep beneath the forest. Unfortunately, the great Cataclysm [illegible] these tunnels trapped the Netari in the depths. It would be [illegible] years before they could emerge back on the surface with an army of demons to take down the elves that had abandoned them for decades. Years of being [illegible] in the caves made the Netari receptive to the whispers of demons—and [illegible] wanted to fan the [illegible] they are now corrupt [illegible] elves, poisoned [illegible]

Jora

Jora is the concept for the most recent Guild Wars expansion, Fire of the North. She is a member of the Norn men of the Far Shiverpeaks, a wild and independent people. These huge shape-shifting barbarians (Jora regularly transforms into a bear) are hunters by nature, endlessly trekking across their mountainous, snow-covered territory pursuing prey. All the creatures of the wild fear and respect their abilities, and the Norn continually seek out the toughest of opponents to test their fighting prowess.

Kamael

The Kamael arrive as Lineage 2's all-new playable race and this is the deadly Arbalester. Don't let her angelic looks fool you; she's tied deeply to the dark side. She specializes in luring you into her traps, turning you into a walking pin-cushion with that nasty-looking crossbow, and then harvesting your soul. You might say she's extreme. Enjoy what you see while you can, because she is distant, cold and methodical. She'll never let you get close enough to have the pleasure of meeting her face to face.

Vampiress
Lilly

The Brouxas are vampires in the world of The Witcher. [illegible] want to do, they often take the form of beautiful girls to [illegible] young male prey. In truth, these fearless half-dead monsters engage in subterfuge for simple entertainment. Using their long fangs and superhuman speed and agility, normal men are mere playthings. Witchers aren't normal men. With decades of combat training, potent silver weapons and powerful alchemical brews, a Witcher can [illegible] and to the Brouxa's unrestrained bloodlust and [illegible].

Kiera

[illegible] wife of King Conan and [illegible] source of secret information to the [illegible] of Aquilonia. When he saved her from a band of [illegible] Vanir invaders in years past, she formed an unbreakable bond of loyalty to the powerful barbarian. Or so it seems. Through the years [illegible] has grown to become a professional relationship, and Kiera now works an underground network of spies, thieves and murderers. Don't be fooled by her voluptuous appearance, though; she is as deadly as she is [illegible] in the bedroom. Suffice to say she will go to any length to secure the info she craves and [illegible] involving both pleasure and unspeakable pain for her poor victims.

Arionell

Born into the Cruizes family, infamous users of Force magic, Arionell is still learning—and burning—the ropes as an apprentice. She's clumsy and careless, and most professors have given up on her ability to learn traditional magic. However, the vivacious and optimistic Arionell has demonstrated remarkable natural gift for summoning ancient creatures and it has earned her a job as a Sage Tower officer.

Kalu

Force Archers like Kalu can shred through foes with bows and guns, wielding a powerful ranged skill that has origins in wizard Force training. Old archers recognized the potential of long-range Force spells and endeavoured to capture that power in lethal ranged weaponry like Astral bows and handguns—capturing and fusing Force rather than intensifying it.

Sage Vell

The wizards of Cabal use the purest forms of Force magic, inherited through the ages from ancient magi. Sage Vell is a veteran wizard. She analyzes and refines her Force craft much like a scientist tinkers with technology, tirelessly investing hours of meditation into amplifying the release of internal Force energy.

Breeder Shae

Rappelz is unique in that every player can command pets in battle, but nobody does it better than the summoning classes. From diminutive blue pixies to clattering skeletons and rumbling yetis and centaurs, the Breeder's evolving minions benefit from stupendously honed magical pet assistance.

Deva Knight

Deva Knight is the toughest of the tough among her light-based race. Like classic paladins of fantasy, her strength allows her to wear the thickest of armor and her faith provides an extra layer of protection against all, both physical and magical.

These girls represent the core character classes in Sword of the New World: Granado Espada. Starting from the top, they are: the Elementalist, Wizard, Musketeer, Scout, and Fighter. Can't decide which girl is right for you? Thanks to the game's Multi-Character Control system, every player may seek adventure with three characters at a time—a trio you'll call family.

Novia

This is the powerful sorceress Novia. She hordes her treasures, manifests her spells and commands her awe-stricken minions from within the Ice Wizard's Tower, one of the deadliest locations in Sword of the New World. Sorceress Novia is the supreme end boss in this world. She represents the path to glory.

Rosa

Rosa, a White Mage in the service of the King of Baron, is in love with Final Fantasy IV hero Cecil from afar. Unable to express her feelings for him—for Cecil is a Dark Knight, in touch with the black arts—the time will come when she helps him with a crucial choice that will shape the very future of the world.

High

Seraphim

A favorite from the first Sacred game, Seraphim is back in a much deeper, much prettier sequel. This heavenly warrior will stomp across Sacred 2's massive seamless world, mastering hand-to-hand combat and melee techniques while channelling heavenly magic. She is the epitome of good in this world.

EPIC BE
In the online world of Shaiya, two forces—the Alliance of Light and the Union of Fury—are locked in a bitter, [illegible]-fuelled war. The elves and humans [illegible] unceasing battles for Eden's Goddess [illegible] blessed lands, [illegible] in large fortified citadels built where contested regions have converged.
lue
adess

Shaiya's elaborate forb battles are merely the prelude to a final, divine showdown. Indeed, the fiercest warfare in this online RPG transpires in the [redacted] Goddess E[redacted] where players fight to win the love, glory and power of the Goddesses of Light and Darkness, like the luminous Etaine and Fera

Think of Culdcept Saga as Monopoly with a fantasy twist. Why summon hotels when you can summon massive creatures to guard your property? And should some unlucky passer by land on your real-estate, let the fray begin. Which would you rather move around a game board: an old shoe or thimble, or one of these bewitching beauties? Unless you have a mad fetish for miscellaneous pewter trinkets the answer is quite clear.

Kyla

Who's that girl: Kyla Cole, Penthouse Pet, Slovakian goddess and blade-wielding vixen of GODS: Lands of Infinity.

Likes: Traveling, exploring new lands and cultures; mountain cycling, scuba diving. Or quiet nights with a good fantasy book.

On her bucket list: "I like being able to play another person, to go on a quest to find a weapon that can end the war."

Do you have a real-life inventory for swords and shields? "The only dangers you can find in my house are knives in the kitchen, and I don't use it on vegetables and meat!"

The girls of Need for Speed are not just behind the wheel although they do serve an important purpose. The ultimate accessory to make any car sparkle, they don't like losers. Talk about motivation.

Interview with the Sorceress

Introducing the Dark Elf Sorceress, the latest character to join a roster of 24 playable careers in Warhammer Online: Age of Reckoning, the hotly anticipated massively multiplayer [illegible] EA Mythic. [illegible]

Interview: Dark Elf Sorceress

(Druchii interpreter: [illegible] Paul [illegible])

Slave! My liege, I would like to hear a wise Dark Elf sorceress speak of her fellow Druchii. What are the ties that bind Dark Elf society?

Dark Elf Sorceress: I find it interesting that you're seeking information from me. And I wouldn't worry about these vials; they're only here to collect your blood later on. Now then, slave. The bonds we Dark Elves share aren't too tight. Dark Elf society is one of wonder and power. We believe in chains and in blood, and mostly we believe in vengeance.

Of all the places you could have settled after leaving Ulthuan, why did your people end up here in Naggaroth, the Land of Chill? It's so frigid and bleak.

It's a sharp, dangerous, tempting land. It quite suits our mood. Only the strong can survive here, and if you're willing to work hard you can find all manner of creatures, magic and items that you can use in your greater purpose. It has a savage beauty, much like me.

Do you ever visit the Worry Mount? Rumors say that you Druchii maintain temples on jungle-covered islands where temples of dark magic are found. I know how you sorcerers covet every fragment of ancient treasure...

You know much. I'm sure we'll get to find out just how much you know as the night goes on. The Dark Elves have been everywhere. We are constantly looking for aid, trinkets, knowledge—anything that can help us meet our destiny. Our weak-blooded cousins, the so-called High Elves, have had too long to rule their land. We intend to do something about it.

Let's get back to you, my glory. How did you become a member of the Dark Covenant, and why are there no males in the covenant?

It would appear that your knowledge is not as deep as you first thought. Malekith, our Witch King, [illegible] times like this [illegible] us, calling must be [illegible] will. Right now there are sorcerers in the Covenant who are male. [illegible] who have been locked in cell lockers, [illegible] brought themselves only in their ancient knowledge, ready for us to do bloody battle against all those who oppose us. [illegible] here? Myth, legend, ignorance [illegible] and the odd poisoning.

Why is there animosity between the Witch Elves and members of the Covenant? Wouldn't there be more bloodletting and tortured souls if you worked together?

Malekith demands strength. Strength demands conflict. It is only through being willing to find the strongest among us that we can better serve him. There is a long history of poisonings, assassinations, betrayals and conflict. Where weaker races consider this to be division, we see it as the natural way of things. Only the strongest,

only the most powerful, the most cunning, the most single-minded, may serve our Witch King and bring about the ruination of our weak cousins and their [illegible] king. We must be [illegible] and [illegible] to [illegible].

As a practitioner of sorcery, do you specialize in the magic of Shadow, Death or Darkness? I've witnessed such strange sights here...
All of these and more, [illegible] slave. We can draw life from your breath, and your very soul from your bones. If there is magic in the air and knowledge to control it, if it can [illegible] victory for the might of the Dark Elves, then we will use it. We see no rationale in stopping ourselves from using all available magic in the world. For [illegible], it can only be controlled by us.

I've heard you can 'gather' energy from ancient magical forces...

We draw powers from everywhere, whelp. There are two such rituals I can talk to you about. I think it's best to give a demonstration. This is a lurking Pain: **[Waves of shocking dark energy, screams of pain].**

And this one is Stricken Limbs: **[Grinding and snapping, arms and legs contort].**

As you can see now, they're very well named and carry behind them the weight of all dark magic. Do you need another demonstration, or will that suffice?

Thank you, visier of spite—that will do. Few sights inspire fear like a Dark Elf...or a force of Dark Elves on the battlefield. What is it about your dress, weapons and war engines that petrifies man?
It's none of [illegible] in particular... they're simply terrified of us. We are definitive. We know what we want and cannot be stopped. We use all resources at hand. We do not show mercy, we do not [illegible]. The Dark Elves have a glorious history of victory and conquest. When they see our dark ships, when they see our [illegible], when they witness our dark magic, when they see our spiked armor, when their vexed our halberds and our sharp blades, they're merely meeting the physical manifestation of the dark might of the Dark Elves. And shall behold they fear the night.

Last night I was tortured with a barbed rapier and it was unimaginably cruel in design. Tell me about these Dark Elf weapons, mistress.
We believe that weapons should cause as much pain as possible, that they should be made to penetrate armor as easily as possible. That they should be able to withstand the blow of one of those filthy Dwarven hammers. Our weapons are elegantly shaped. We like spikes, we like blades and we like things that hurt you and make you bleed in as many ways as possible. If you survive, we want you to remember every wound that heals but has been caused by us...

Some Dark Elves have tamed wild creatures like the Dark Pegasus, Manticore, and these vicious riding lizards, the Cold Ones...
Earlier you were asking me about Ulthuan. We found many strange creatures here: Multi-headed Hydras, the Dark Pegasus, the cold Manticore, and our personal favorite—the Cold One. They are terrifying creatures that suit our moon, our style and our way of life. We have bent them to our will, so they will follow us in our battle to take back Ulthuan—which is rightfully ours—from the proud betrayers who stole it.

Do you control these wondrous creatures with magic?
Magic is but one of our tools. We also have Beastmasters who use the whip, the flame, the cane and the blade to teach these creatures who their masters are.

I witnessed the power of your naval force firsthand, that fateful day our exploration ship met one of your infamous Black Arks. Is it true that these massive sea vessels are kept afloat by magic and can sail beneath mountains?
They aren't sea vessels... Black Arks are part of our homeland, ripped from the very rock by the power of Malekith himself. They are part of the homeland that belongs rightfully to us. They sometimes fly through the air, they sometimes go underneath mountains. But our preferred method of attack is to [illegible] through the oceans of the world and [illegible] them once more into Ulthuan when we invade and take it back, which will be happening all too soon! And then we shall unleash our Hydras, unleash our [illegible] forces, fire down our spells, and we shall bring justice back to that land, and visit upon our [illegible] cousins the payment that is due.

Have you ever taken part in one of the Witch King's great raids of Ulthuan?
There's a reason that you are here and being [illegible] made into you and ruins burned into your skin. There is a reason that you are about to be sacrificed. There is a reason why your blood is to be offered up to our god. And that is because you are ready, ready for a conquest of Ulthuan. Ready to take it back. The High Elves are weak, the Dwarves are hiding in their mountains, and the Human are a broken race. We shall unite the Orc forces of destruction, and we shall march to our eternal destiny.

I have the Dark Elves been whispering into the ear of Orc and Goblin leaders?
The Orcs are a brutish race. There is no negotiating with them, there is no telling them what to do, but like any brutish race they can be coerced with the odd bauble; trinkets that they think can help them, or weapons of war. The Goblins have been very useful. Their minds are quicker than the Orcs. They understand that if they wish to have victory they need Dark Elf aid, and we have been only too happy to give

"Here—drink this. Don't worry, it will only sting for a few moments."

it to them. We want the Orcs to charge forward; we want them to crush the Dwarves. We have given the Orc Warlord Grumlok and Gazbag, his Goblin Shaman advisor, a [illegible] of our appreciation: amulets of great power to show them how committed we are to supporting them through deed, action and spell. With this amulet, the Orcs will be able to raise a truly [illegible] army, a "Waaagh!" as they call it, and they will finally be able to grind the stunties, the Dwarves, into they [illegible] so badly, into dust.

With the northern Dark Elf lands bordering so closely to the Chaos Wastes, have you ever feared the forces of Chaos may turn against you?
The Chaos Wastes, truly an uncontrollable and barren place. We have gone in and plundered it for every thing we thought could be of use. Now we leave it for the Chaos armies: the tentacle-infested, the multi-eyed, the Changer of the Ways and his dark secrets. Now we have no interest in the Chaos lands to the north; our eyes are firmly set on Ulthuan and the Chaos army knows this. They fear us. They're interested in the Human Empire, and we intend to let them do what they will to those people.

You seem to know a great deal about your would-be allies' war plans. When will you strike your High Elf cousins, and how will your allies assist you?
Our exact invasion plans are still under lock and key, ward and spell, but when we attack it will be a united advance. The Orcs will have crossed against the Dwarves, taking their strongholds, claiming their keeps, destroying their mines and taking their towns. Their blessed port of Barad Dur will fall. Orcs will swarm into the Human homelands; their ultimate goal will be Altdorf, the Empire capital. On their way, they will capture outposts, they will destroy villages, they will burn down mills, they will grind down their factories and chop down their forests, and then they will siege Altdorf and burn it to the ground.

As for us, we will scale the Elven gates; the Phoenix Gate itself will fall. We will fight our way through their homelands, cut down right to the walls of their capitals: We shall flood into Elyrion; through the Blighted Isle, we shall rise back the Shadowlands and the Isle of

The Dead shall be ours. Ultimately we'll chase them back into their capital where we will squat and wait for their Phoenix King's challenge, which we shall then purge through fame, through blood, through steel, through [illegible] and through dark magic.

After all that, what do you hope to gain?
We shall dominate the world as is our birthright. We'll show people that the Dark Elves know the true way forward for the world and all shall realize our might and bend to our will.

Thank you for this candid conversation, oh splendor of malice. Do you still intend to sacrifice me tomorrow during the Harvest of Souls?
Yes, [illegible]—drink this. Don't worry; it will only sting for a few [illegible] hours.

Perhaps my soul will sing a tale for you tomorrow, my liege.

Paul Barnett is a part-time Dark Elf Sorceress role player and full-time Creative Director on Warhammer Online: Age of Reckoning.

[illegible] go around with their scom[illegible] and their [illegible]ous [illegible] and their nasty daggers, on [illegible] sneak up on people. The[illegible] they use lotions, they use p[illegible]owders, and they [illegible] poisons. They [illegible] crazy fumes and noxious [illegible] and that's ends the [illegible] furious crazinessthat allows [illegible] to dance [illegible] and slaughter [illegible]. They're [illegible] Kislev, they are covered in blood, and [illegible]. They [illegible] and they are [illegible] dangerous [illegible] the front cover of every 1980's rock [illegible] worst."

[illegible], Creative Director [illegible] Online

CUTIE HONEYS

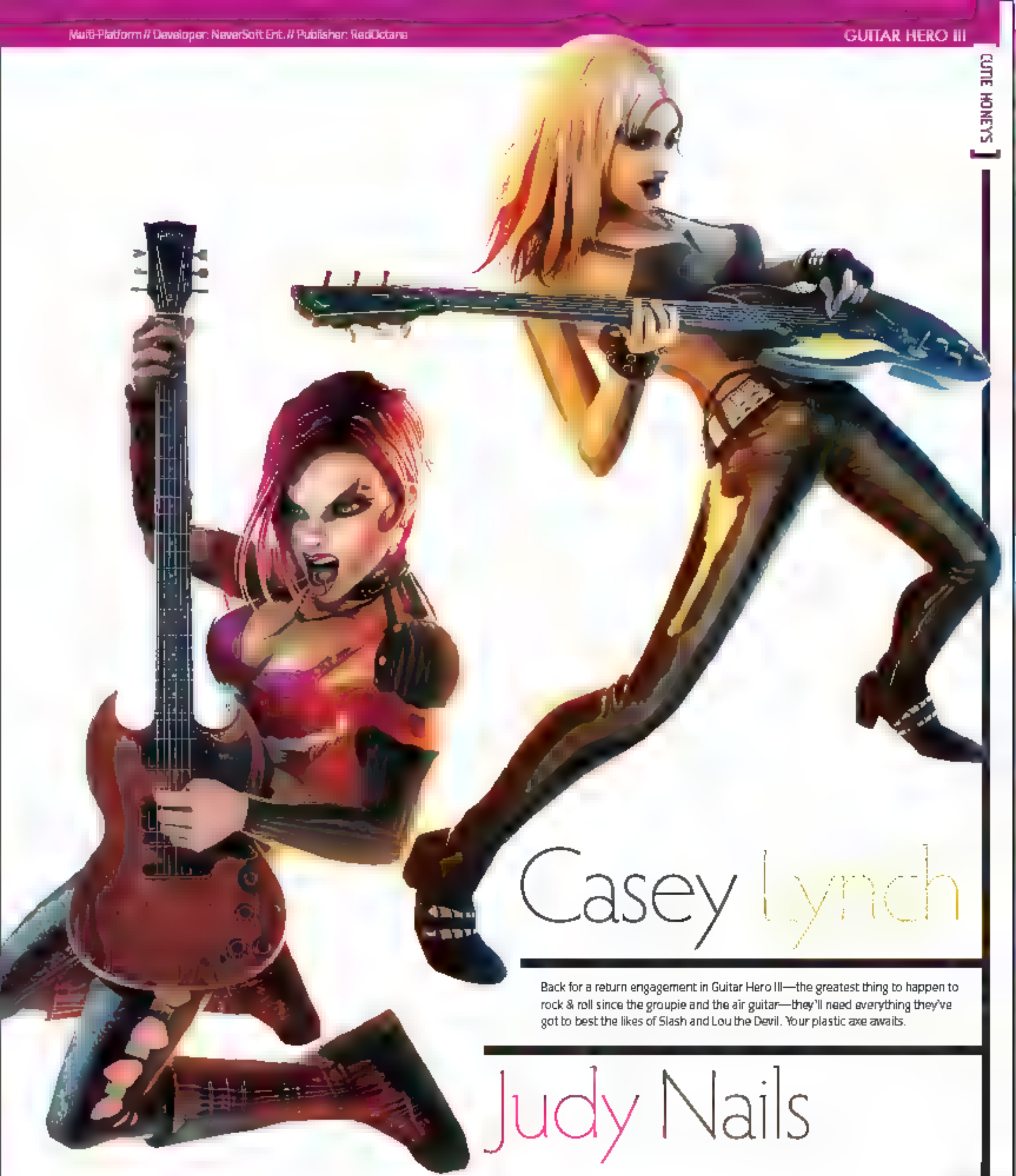
girls
of
gaming

Gwendolyn

In Odin Sphere the Valkyrie Gwendolyn must carry on in her older sister Cordelia's stead. Cordelia is slain in battle, fighting for her father Odin, and his quest to seize control of the Crystallization Cauldron—a plight that will lead her to question her allegiance in a war that will determine the fate of her kingdom and her heart.

FALLSMYER

Younger sister to the sword fighter Carmaine, Louise Fallsmyer was born under a solar eclipse making her an omnipotent "Growsain," a being that can wield powerful old-world magic. Too bad she's prone to crying and ultra-reserved. Hard to blame say.



Casey Lynch

Back for a return engagement in Guitar Hero III—the greatest thing to happen to rock & roll since the groupie and the air guitar—they'll need everything they've got to best the likes of Slash and Lou the Devil. Your plastic axe awaits.

Judy Nails

Marcin

When the Red Stone was first discovered on Prandel, it had the unsavory side effect of attracting several demons from the underworld. Like the Demoness Marcin, many chose to hide their true identities, masquerading under the guise of Necromancers so they could more easily blend in with humans while conducting their vile experiments: raising the dead and manifesting curses.

Temna

Temna is a magic archer, one of the powerful female warriors from a matriarchal tribe in the center of Red Stone's Prandel region. Archers are the descendants of mercenaries sent by a distant kingdom in search of the fabled red stones. She is a master with both bow and spear, using practical incantations to magically enhance her arrowheads and spear points. She is also extremely fleet of foot, running circles around her foes.

CUTIE HONEYS

The girls of Japan-only 2D fighting game Arcana Heart (deep breath, starting with the heroine)—Heart, Saki, Kamui, Konoha, Maori, Mei-Fang, Lilica, Liselotte, Yoriko, Kira, Fiona and Mildred—are the otaku fan boy's dream come true. Every *moe* genre is featured, from the sailor suit to the Goth Loli to the Magic Girl. Here's hoping some forward-thinking third party picks this one up for the US.

Hunter

Anita

Growlanser VI's hero Merklich rescues the mysterious Anita from her bondage within prison, only to immediately be peppered with questions about a strange scar on his chest he has no memory of receiving. Nor has he any recollection of the gentle and soft-spoken Anita, though it seems she knows him very, very well.

Wendy

Young Wendy is protagonist Merklich's partner in their fighting unit, the Red Wolves. Bright and spunky but with an unfortunate forgetful streak, Wendy is known as one of the most capable soldiers amongst the Red Wolves. Of course, like every RPG heroine worth her salt, she hides a dark secret...

Lujei Piche

Okay, so they're dead...big deal. Once you've had a ghost you'll never go back. As we explore the events surrounding their demise in GrimGrimoire, we find that Opalneria Rain isn't so bad for a teacher of Necromancy. Lujei Piche on the other hand, having been betrayed and assassinated by her lover, is quite disturbed, wandering the halls of the tower with her lover's head (yep, she killed him) affixed to a staff.

Ophalneria Rain

Reco

Although only officially available in Japan, Cave shooters have cult fans around the globe. The games themselves are excellent, but a fair share of the love stems from their fantastic character design. Case in point: Reco, heroine of Mushihime Futari. A goddess of the deep forest, she travels atop her enchanted beetle Kiniro, ridding the world of threats to her beloved trees.

Born of the Goth Loli subgenre of Japanese youth fashion, Capcom's latest arcade shooter Dead Smiles has you controlling one of two grim cuties: Vanessa, a spoiled, Hapolonite crybaby in white, and Caspar, the scary little barfiner in black. Along for the ride are wild maid in green Forest, and va-va-voom sorceress Cecile in purple.

Muchi Muchi Pork!—the shooter for those who like their women with a little meat on their bones. Our three heroines are Muchi Muchi Pink (real name: Momo Barasoto), Muchi Muchi Blue (Ikuo Katakuchi), and the diminutive Muchi Muchi Yellow (Rafube Souki). United by a love of food and their desire to eliminate the evil, warmongering General Pork Fillet from the galaxy, these big-boned gals take to the sky.

In the Xbox 360 game underwenner for everyone overhaul as Microsoft sought to cover up her cleavage for a younger audience. Her fairy cleavage was deemed to cause a st[illegible] the land of [illegible] more

Unusual for a shooter (as if its magnificent art wasn't unusual enough), the Ibara series has an extremely elaborate back story. In 19th century Europe, steam technology reigns, encroaching upon nature. The cold but brilliant Dr. Teresa Rose has an ambition: to wipe humanity off the planet and return it to a state of perfect beauty, ruled by plant life. To this end, she creates the Rose Garden: Lace, Kasumi, Midi, Maidi, and Shasta Rose–her five "daughters," tasked with beautifying the world

Lace
Kast nt

Euphe Kalm

In Nippon Ichi's PSP epic it's love at first site when the effervescent Empath Euphe—a healer who tends to wounds by absorbing the injury—falls head over boot-heels for Valen Kesslar, Dragoon extraordinaire, and defender of the elemental dragons that keep balance in the world. You didn't know that? Yeah, it's dragons.

Lucia × Vanessa

[illegible] technically [illegible]'re witches. What [illegible] Shown here with [illegible] swapped—apparently witches [illegible] that sort of thing—Lucia and Vane[illegible] like any other witches scanning the [illegible]orld for magic stones that feed on [illegible]od's power...you know: girl stuff.

What's a goddess to do after having her head bitten off only to have Death boot her out of the afterlife and back into being? Let's see...meet up with a Metal Guardian, grab a gigantic clobbering device and go after the evil Dog God who seeks to destroy the world? Sounds good to me! Too bad it took four years to see the light of day after being completed, only to be dumbed down and de-Gwen Stafani-ized. The humanity!

The Goddess

Malice

Adel

Known to her compatriots as "Adel the Cat," this young guildswoman is hero Luso's companion for the duration of Final Fantasy Tactics A2. Wild and energetic but also having a self-consciousness issue, Adel always has her eye on the money.

girls of power

5

Fusion Publishing Inc.

THE BOOM OF MATURE

girls of gaming 5

MATURE

Xbox 360 // Publisher: THQ // Developer:

CONAN

MATURE

MATURE

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MATURE

MATURE

GOLDEN AXE: BEAST RIDER

MATURE

MATURE

The best of
girls
of
gaming

BloodRaynes

Hibana

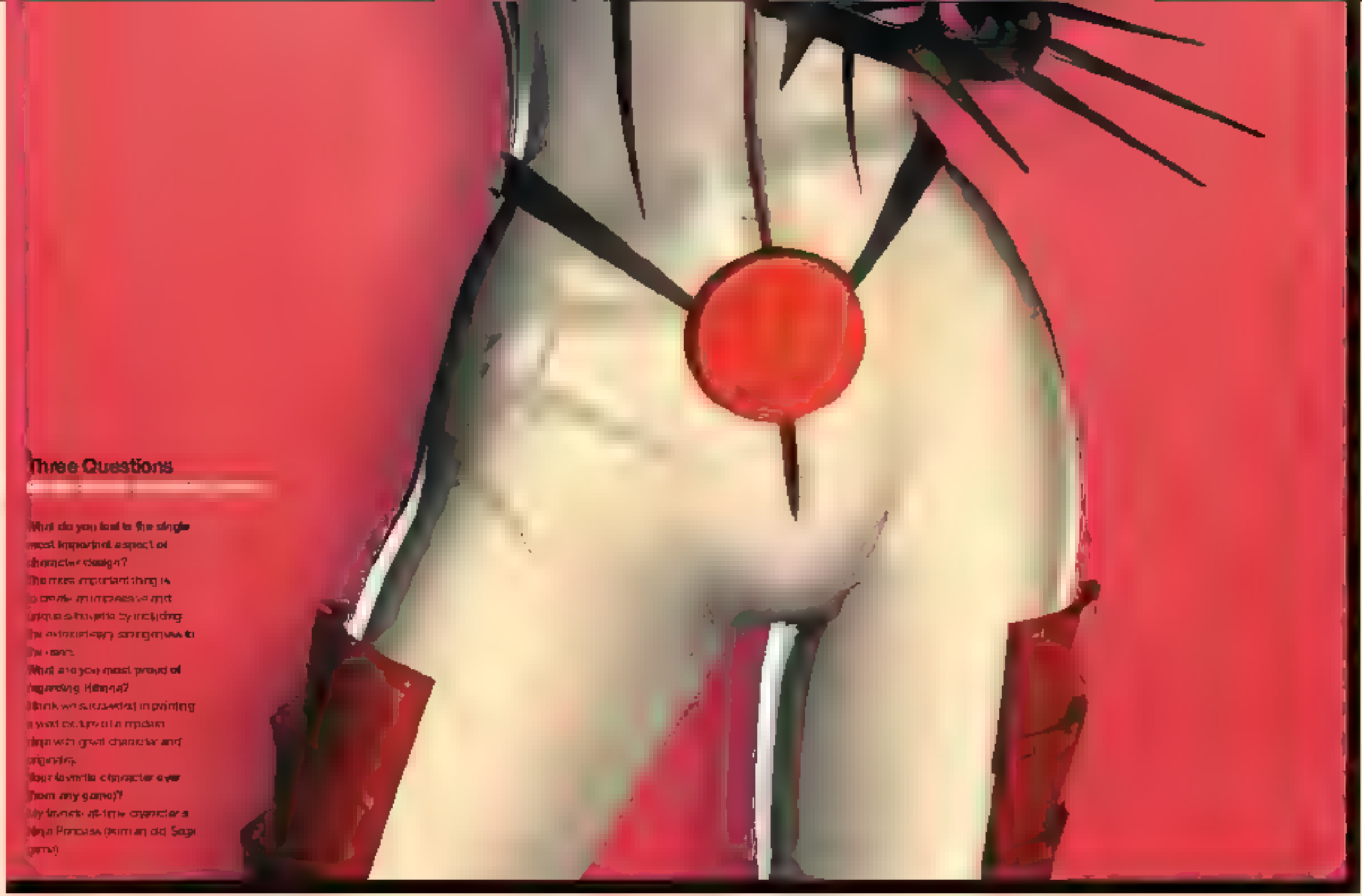
Nightshade

Issue Date: February 2001

Fans are Fan Lightning-fast into combinations that drop all surrounding enemies in a series of fully-animated blows, with running and extraordinary agility.

The game Nightshade begins where Shinobi ends as a new rift opens, sending demons pouring onto the streets of Japan. Where Shinobi blended a spot of platforming with ninja action, Nightshade promises an emphasis on diverse locales and more fighting action to showcase Sega's nimble new Kunoichi.

System PlayStation 2 Developer Sega Genre Action
Publisher Sega



Three Questions

What do you feel is the single most important aspect of character design?
The most important thing is to create an impressive and unique silhouette by including the extraordinary sensing [illegible] the [illegible].

What are you most proud of regarding Hibana?
I think we succeeded in painting a vivid picture of a modern ninja with great character and originality.

Your favorite character ever (from any game)?
My favorite all-time character is Ninja Princess (from an old Sega game).

"I think we succeeded in painting a vivid picture of a modern ninja with great character and originality."

Masahiro Kumono Chief Director Overworks

Ailish and Buki

Sudeki

Inceptt Date: TBA 2004

Famous For: Being a royal bad-ass. Princess Ailish is the last hope for a dynasty in decline and, although royalty, not afraid to fight for what she believes in. Buki, a warrior from a small province being overrun by the pervading darkness that threatens both of their existences, fights by her side.

The gamer Ailish and Buki (along with two male counterparts) are set to fight side by side in the Xbox action/role-playing event of 2004, Sudeki.

System: Xbox **Developer:** Climax **Publisher:** Microsoft

Three Questions

Kev Martin Lead Artist, Sudeki

What do you feel is the single most important aspect of character design?
Definitely personality. Personality informs the whole character creation process. It defines physical proportions, costume, how a character walks and talks, everything right down to what they like for breakfast. The most successful characters create a lasting impression of what or who they are, whether it's a beautiful princess, a cute cartoon animal or a hideous monster in a boss arena.

What are you most proud of regarding the girls of Sudeki?
Apart from their stunning good looks, they are also very good actresses. We are using some very dynamic facial animation and lip-synching technology. When you talk to Ailish, she believes in a very human and believable way. There's a lot of subtlety in how she talks and expresses a range of different emotions.

Your favorite character ever from any game?
Dexter from Jak and Daxter. It's rare that a game character actually makes you laugh but Dexter is a classic comedy sidekick.

Personal involvement is the character
creation process.

Hawk

Brute Force

Incept Date: May 2003

Features: Pon Being nearly impossible to detect. And if you see her, you're as good as dead. No one will hear you scream either, since she's equipped with a Powerblade designed to silently eliminate her enemy.

The games Digital Anvil's skillfully crafted game of team warfare strikes the perfect balance between being tactical and fun, with four distinct character types you can choose on the fly while giving specific commands to the rest of the squad. Another seriously underrated Xbox game.

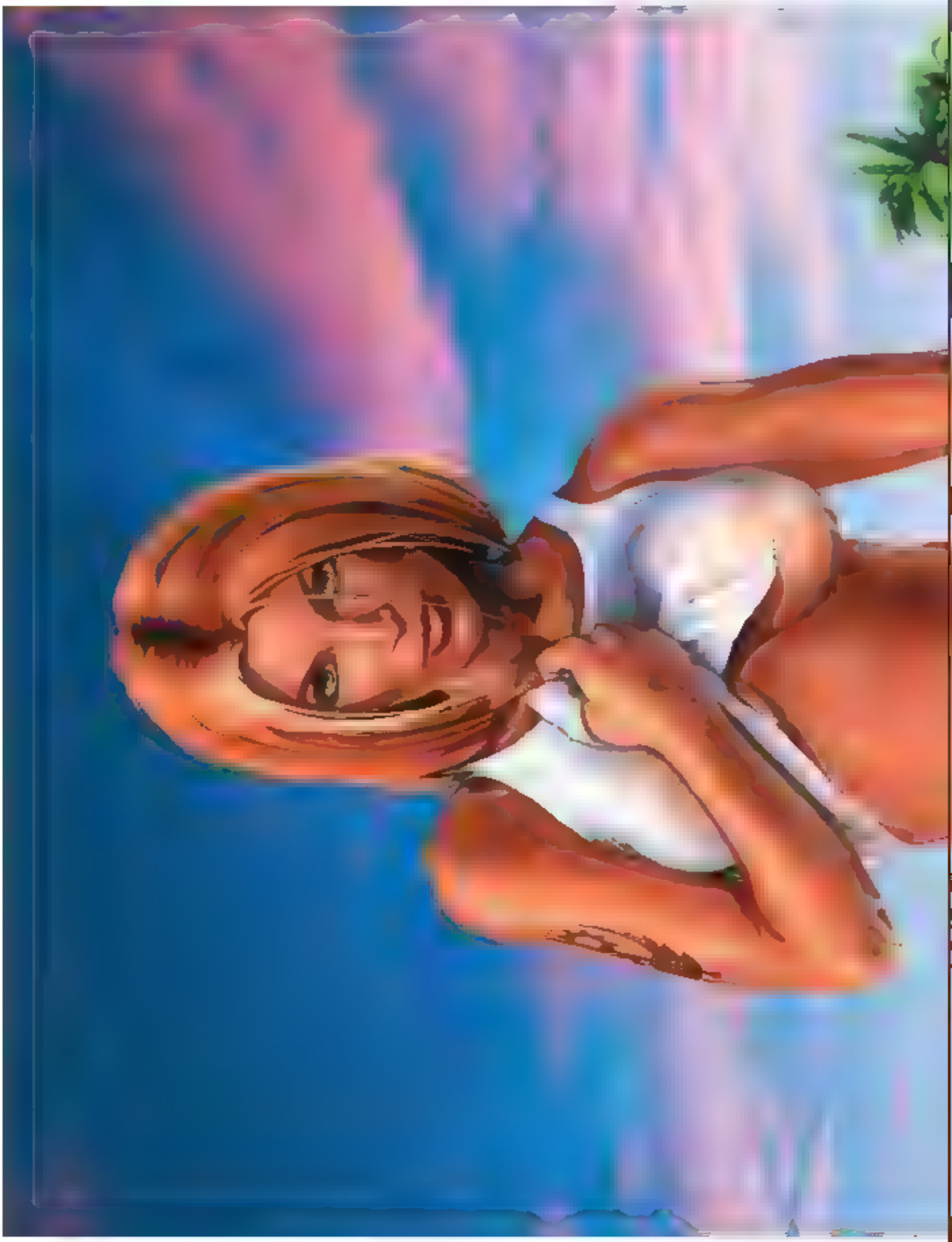
System: Xbox Dev: Digital Anvil Pub: Microsoft

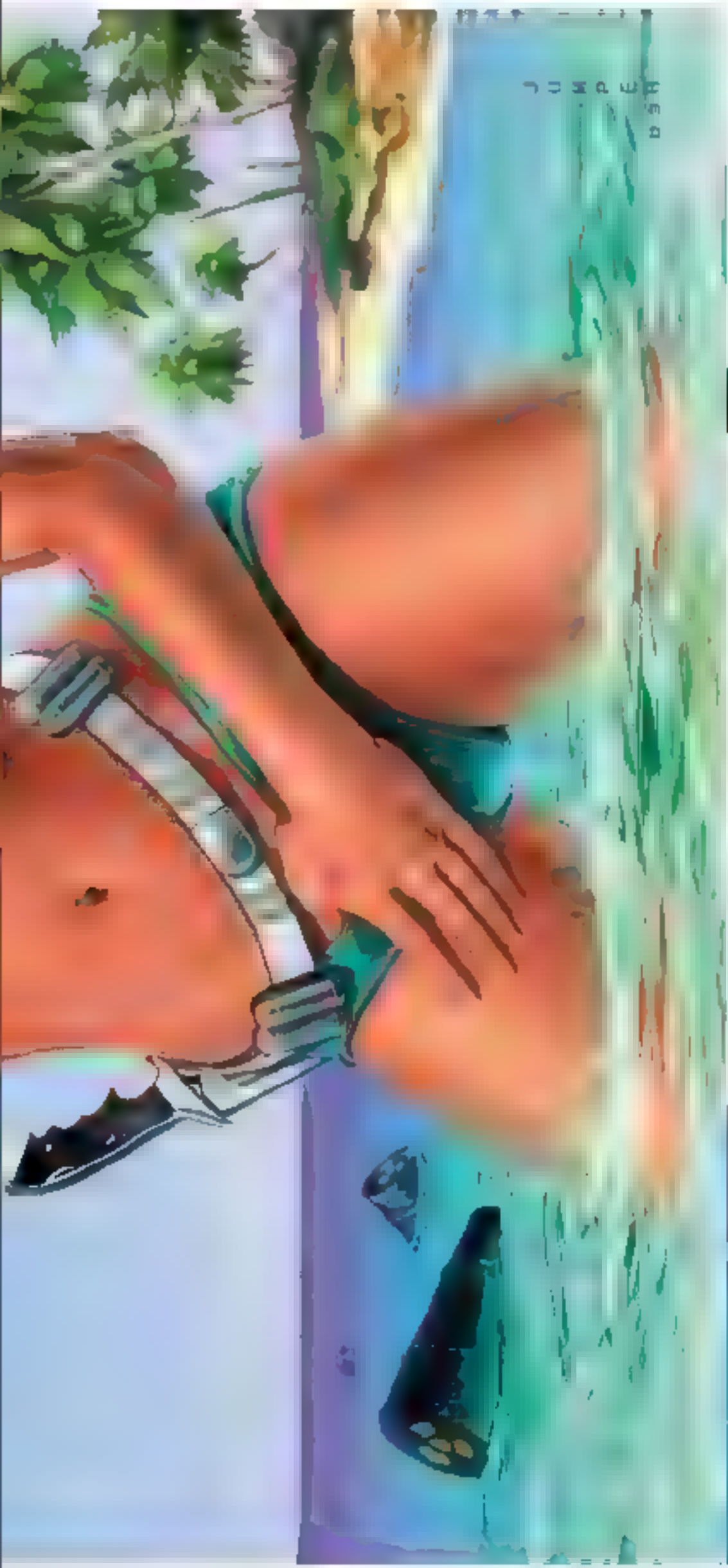
Three Questions
Erin Roberts Producer

What do you feel is the single most important aspect of character design?
Creating their personality. This guides everything else you do, from visual concept to final character.
What are you most proud of regarding the girls of Brute Force?
Bringing the characters to life, beyond them just being a vehicle only.
Your favorite character ever (from any game)?
Gutbrush Thisperwood.

"[Personality] guides everything else you do, from visual concept to final character."

Erin Roberts Producer





Nadia

Fallout: Brotherhood of Steel

Incept. Date: Q4 2003

Famous For: Nadia grew up in a rough urban area with no parents and few friends, stealing and foraging for money and food, until the Brotherhood came to town and changed her life forever. Now she's crackin' heads and taking names in the forbidden zone.

The game: Post-apocalyptic kill or be killed. Top-down and beautifully detailed, Fallout takes place in a future wasteland teeming with depravity—from psycho mutants to rogue machines. A lot like downtown LA.

System: Xbox, PlayStation 2 **Developer:** Interplay **Publisher:** Interplay

Three Questions

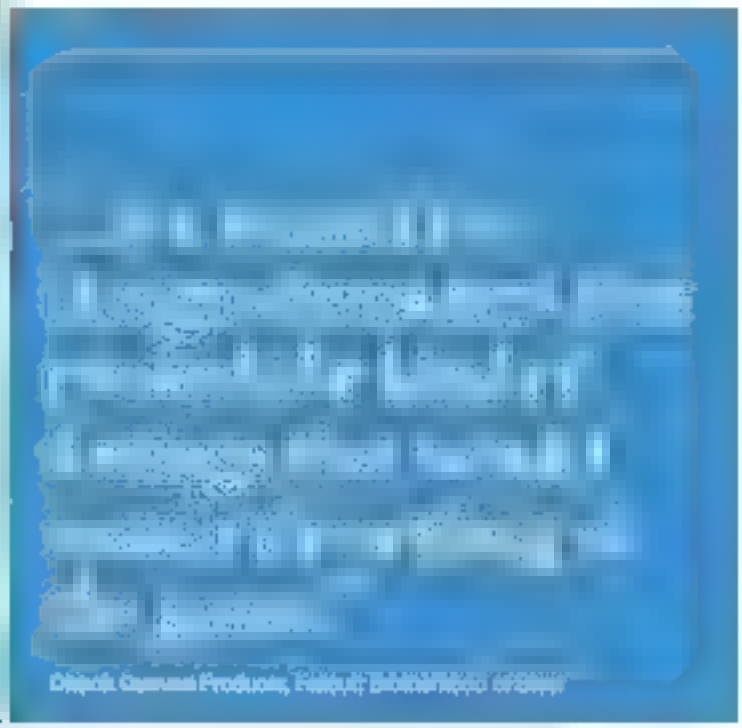
Chuck Cuevas Producer, Fallout: Brotherhood of Steel

What do you feel is the single most important aspect of character design?
There was an article by Toby Gard where he quoted the rule "the game comes first." I would absolutely agree with that. In Brotherhood of Steel's case, we wanted to design characters that evoked the kind of feelings that would match the setting of the game. The characters were designed with the same dark, dirty, and a bit exaggerated (sometimes even humorous) sensibility that we tried to give to the entire game.

Take Arthur, the bartender in our run-down, one-spigot-watering-hole-at-the-edge-of-the-wasteland, just trying to eke out a living and not get shot while doing so. When I read the description, the image of a sloppy, dirty, weathered, mess old fart came to mind. From the concept stage to the final voice-over processing, we wanted to get that character across to the player, something that makes you laugh and cringe at the same time—like Dennis Franz with a lung infection and hygiene so bad it kills flies, serving you a home-made beer in a glass that he washed out with his spit. In the end, it's about getting something across to the player in the service of the entire game experience.

What are you most proud of regarding the women of Fallout BoS?
They're all tough, most of them outright ass-kickers. We wanted to distinguish the female characters by making them attractive and strong by comparison to the men around them. Even the infamous Betty Page dominatrix outfit matched with the direction of all the females in the game—the character isn't just wearing the outfit as a fetish, she's actually a dominatrix who rules over a large gang of male thugs (and a few females as well).

Your favorite character ever (from any game)?
Kerrigan from Starcraft. Kind of odd that my favorite player is more cinematic in essence than in gameplay, but I have always been fascinated by the creepy/sexy and Blizzard did a great job with her.



Chuck Cuevas Producer, Fallout: Brotherhood of Steel

LINEAGE II: THE CHAOTIC CHRONICLE

DARK ELF ASSASSIN

There's an unspoken rule in MMO game design that involves making your female elves more attractive than those of any other race. The queen of the hill in this category is NCsoft's Lineage II, whose shapely silver-haired dark elf females practice a seductive, minimalist fashion sense. With straps of tight black leather and curves barely supported by thin lattices of garter and chains, it's no wonder the dark elf women excel in the role of shadowy assassin. They also have superior attack attributes, can hold their breath for long periods and have excellent night vision. Much like Shilen, the goddess of death worshipped by this sinister race, the dark elf assassin is a fatal beauty.

System: PC Developer: EAG Publisher: NCsoft

PRINCE OF PERSIA: WARRIOR WITHIN

SHAHDEE

The only enemy the Empress of Time can trust to do her bidding competently, without question and with the appropriate dispensing of venom is Shahdee. In Prince of Persia: Warrior Within, she is one of the Prince's main adversaries. She leads the Island of Time's army of animated sand creatures with the cutting precision of a veteran commander and mercilessly whips the Empress' servants into shape. Shahdee stands toe-to-toe with the Prince in combat, matching his frenzy of blades with blocks, counters and brutal rapid attacks, and she does it with the agility of a cat and the grace of a gothic supermodel. The ferocious Shahdee is not entirely content as a subordinate beneath the Empress, however.

[illegible]

LEISURE SUIT LARRY MAGNA CUM LAUDE
SALLY MAE

ART: LESEAN THOMAS
GUN
JET GRIND RADIO &
JET SET RADIO FUTURE

motoko kusanagi

Starring in a legendary anime movie and series, toy line, countless manga, a first-rate PS2, game and now the PSP's first formidable FPS. Major Motoko Kusanagi is on a major roll.

Ghost in the Shell Stand Alone Complex

Developer Publisher / G Artists Bandai

Darkwatch

Developer/Publisher / [illegible]

When vampire [illegible] Jericho Cross into a vampire, he [illegible] two beautiful [illegible]: Tala, who [illegible] him with sexual favors and the promise of [illegible] slier, and Cassidy, who appeals to his good side pleading him to abolish the darkness [illegible] the West, along with her aspect of [illegible] and [illegible] the player can [illegible]

5 Questions

Farzad Varahramyan, *VP, Creative Visual Director, High Moon Studios*

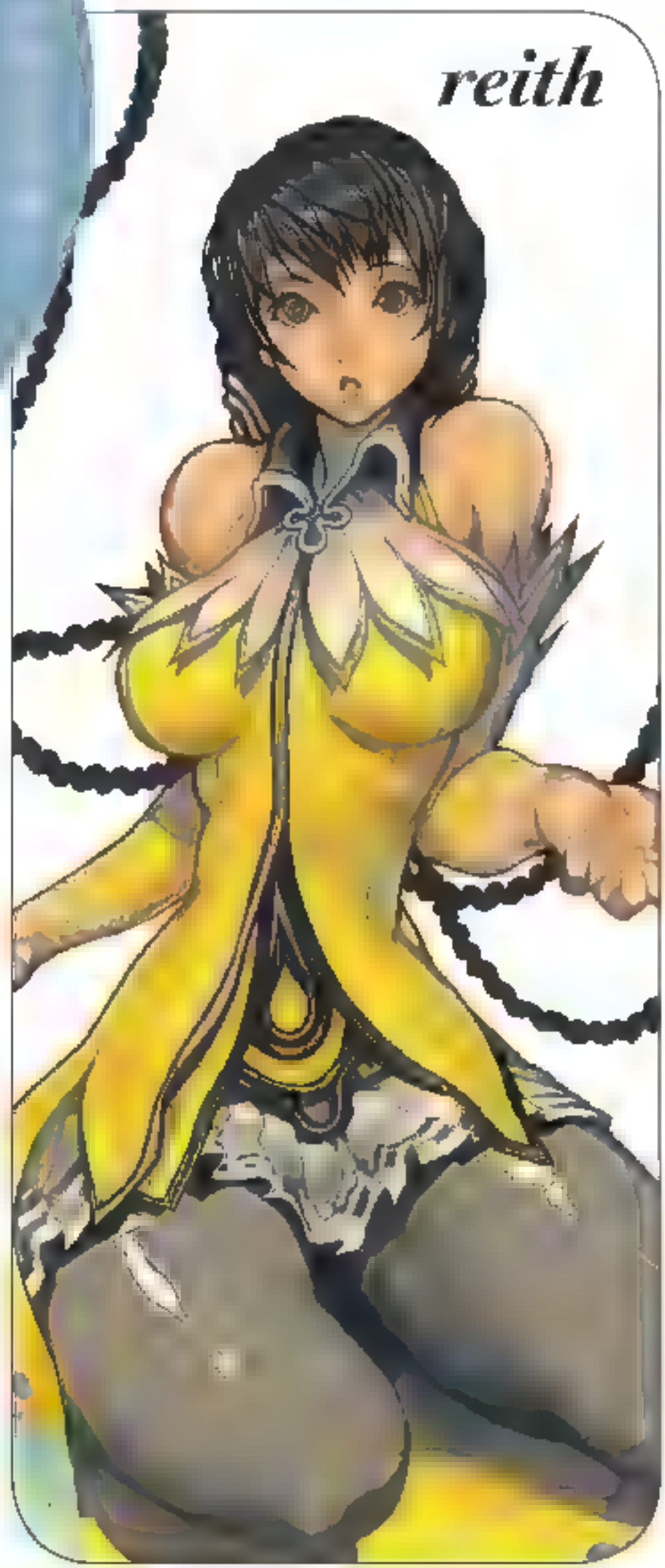
What, in your opinion, defines beauty, and how do you go about projecting that onto a virtual game heroine?
Beauty is very much subjective. You can have 100 people, and each one of them will have a different definition of beauty. We stay pragmatic about it, relying on what we know our audience likes, and then try to bring a new and original spin to it. So simply put, pretty face, preferably memorable, with eyes that hide what may potentially lie beneath the psyche. Pleasing figure, with a revealing but hopefully not tasteless wardrobe, and cool hardware if applicable.

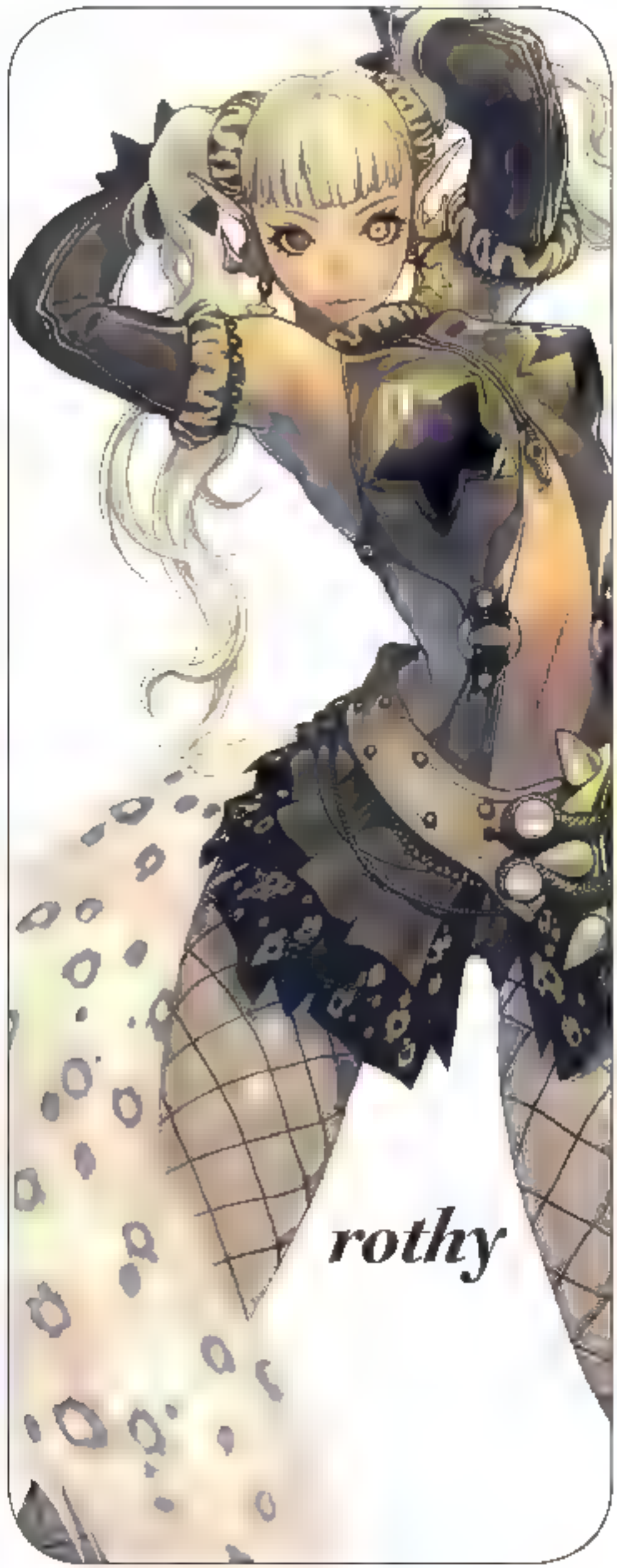
Have you ever considered creating an action franchise centered on one of your female characters?
The short answer is "Yes!" We have several projects in development that feature female characters prominently.

Who do you consider among the most beautiful women in the world?
If you don't count Vera, my wife, then I'd say Jennifer Connelly is someone I've personally always found to be very mesmerizing. She projects something beyond her physical good looks.

Tala or Cassidy? Do you have a favorite?
I'm in the minority, but I always liked the good girls, like Cassidy. Librarians with cover girl looks would be on target, I guess.

What is the most difficult part of the human form to get right in an in-game model?
Which part isn't?! Because as humans we are most familiar with what other humans "should" look like, any little inconsistency will break the illusion. I used the word "inconsistency" instead of "unrealistic" because characters may not always live in realistic worlds. Stylized worlds, such as the Darkwatch Gothic West, is one such example.
So maintaining consistent design and proportions within the world you've established is critical. The first thing we ensure is right is making sure we have proper overall body proportions and silhouette. The second place where it is critical to be very picky is the face. The face is where you will get the majority of interaction and emotional connection. I feel the face always tells the back-story of the character.

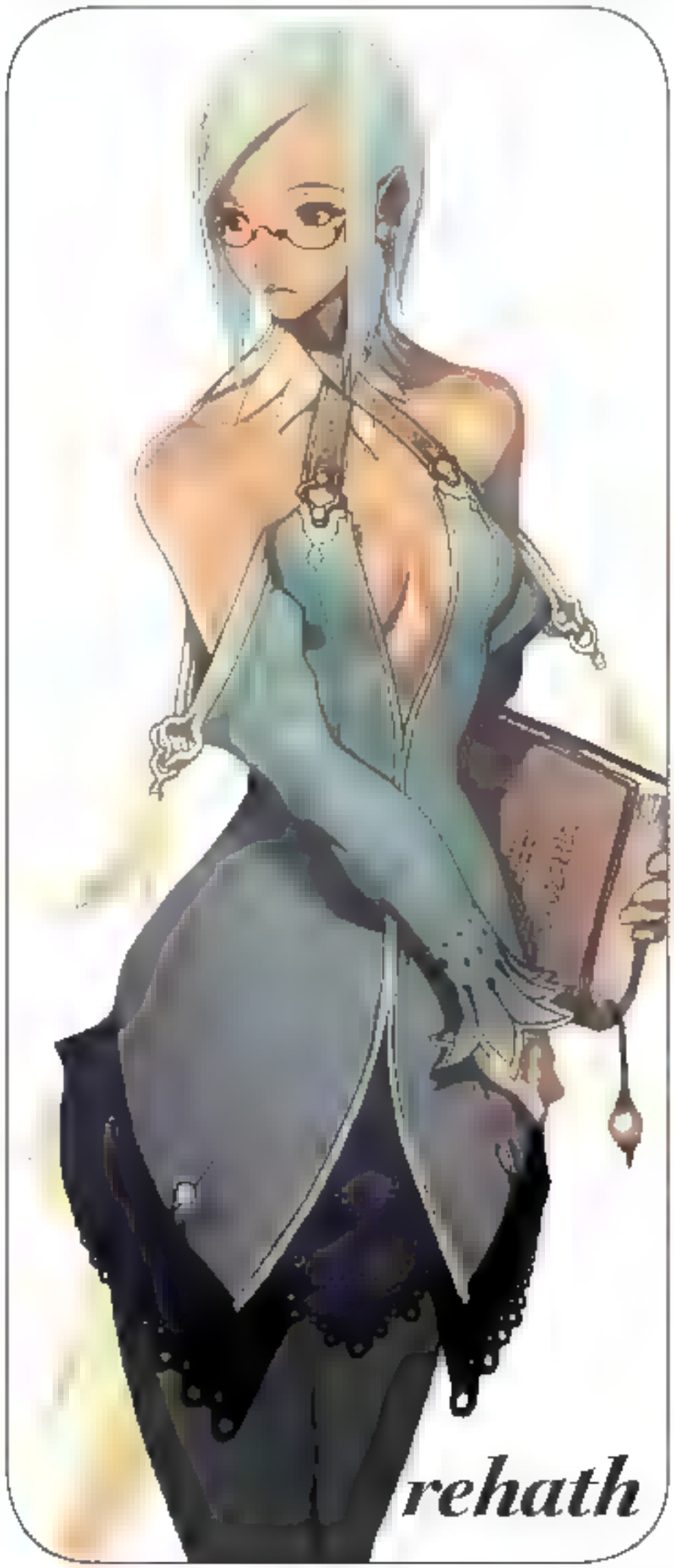


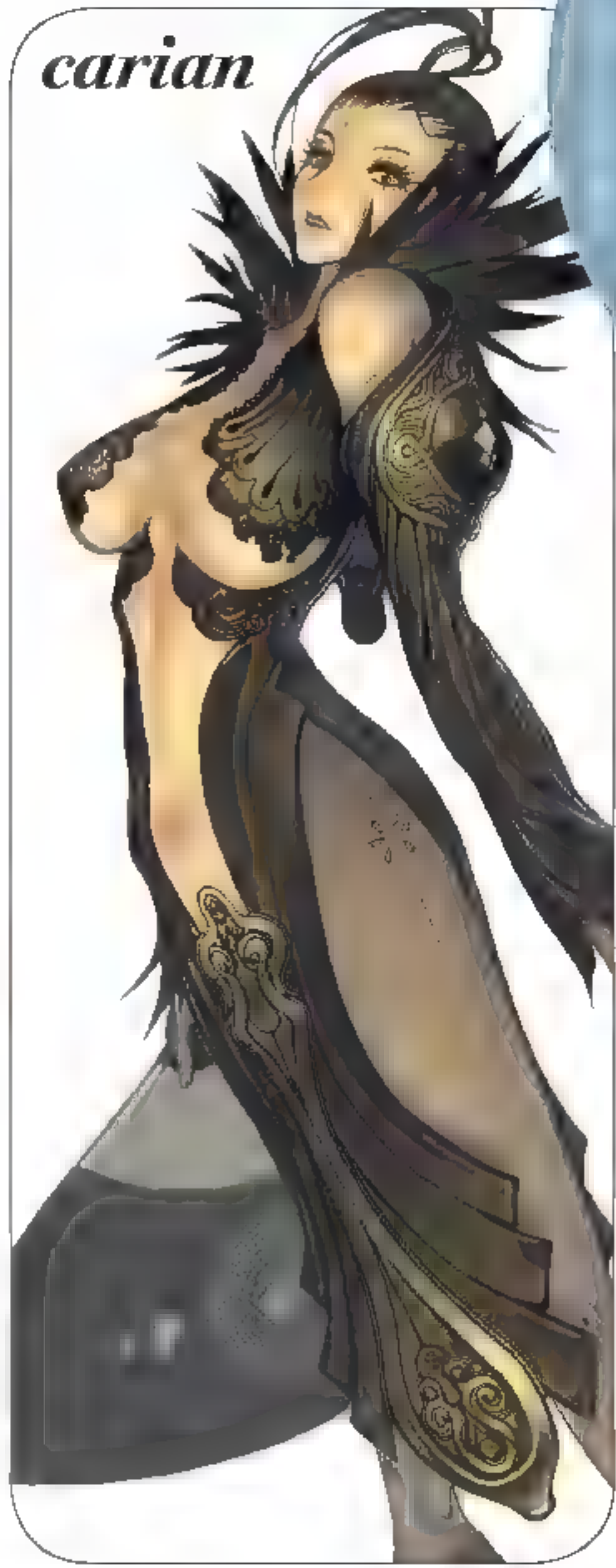


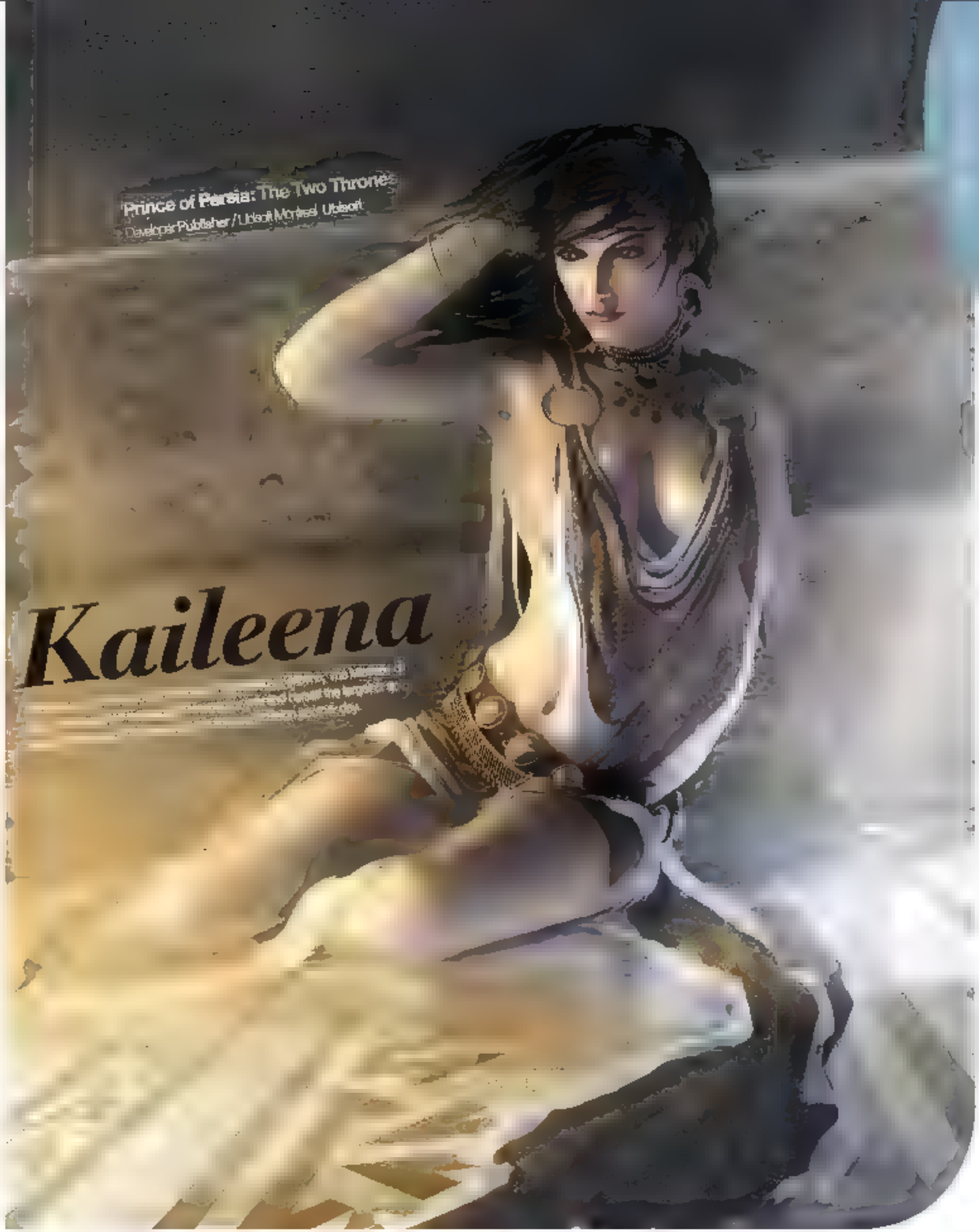
Magna Carta

Developer Publisher / Software Atlus U.S.A., Inc.

Hung-Tae Kim's character designs for SoftMax's new FPS Magna Carta are nothing short of spectacular, harkening back to the days of a divorced Capcom. Benguela's Rehath is a powerful practitioner of magic with amnesia, and Schrödinger is the game's most prominent female at, but the game is filled with a diverse and exquisite female cast.



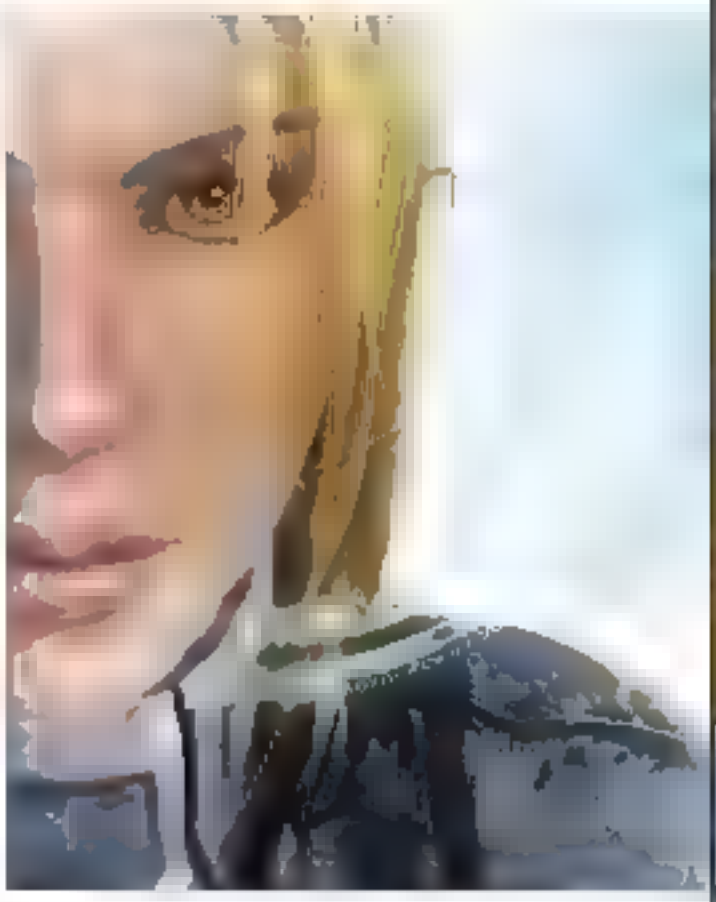



Prince of Persia: The Two Thrones
Developer/Publisher / Ubisoft Montreal, Ubisoft
Kaileena

A Terran Ghost starring in her long delayed, much anticipated game; she is Nova Squadron's most deadly assassin. Twenty years of training in the art of psionic techniques, she is capable of psionic sight and speed on top of her Terran weapons and tactical abilities, making her one extremely dangerous female protagonist.

Starcraft

Developer **Publisher** / Blizzard, Swingin' Ape **Sierra**



Annet
Futaba

Xuena

Heavy Metal Geometrix
Capcom / Dreamcast

Slash

Boobs to the bone and built like a pe[illegible] chainsaw-and-flame-thrower-wielding Slash [illegible] Capcom's head-banging arena fighter for the Dreamcast (Megadeth, Halford etc. do the honors) is cool-headed... until provoked.

Tabula Rasa
NCsoft / PC

Sarah Morrison

The red-headed, tight-muscled beauty was a bit of a tomboy growing up in her hometown of Austin, Texas. She spent her childhood years competing with her three brothers, climbing trees, skinning knees and [illegible]. She spent her high school years cutting class and dating boys her father didn't approve of.

Sarah's world was shattered at age 19 when the Sarnak invasion began. Her childhood home was incinerated in the first attack wave. Her father and brothers were inside. Today the Army of Allied Free Sentients is her only family.

She's ten pounds lighter now than when she left Earth. She can field strip a rifle and reassemble it in thirty seconds. She can rattle off the technical specifications of a Bergfal Chemdorf phased-plasma rifle or Grunwald-Meier pump-action cryo-grenade launcher verbatim. She'll dig a trench or a latrine without complaint, and apply first aid like a medical professional. She saves lives, and takes them, because that's her job.

When asked about her fellow soldiers, Sarah paraphrases the great Eleanor Roosevelt: "AFS grunts have the cleanest bodies, the filthiest minds, the highest morale, and the lowest morals of any group of animals you'll ever want to meet." Then, with a wink, she adds, "I love every last one of the sons of bitches."

Granado Espada
Hanbit / PC

Fighter

The Fighter is Granado Espada's primary melee class, with more stances, weapons and armor than any other job. GE's time period is a re-imagined, fantasy-inflected 17th century era where muskets and swords meet the flowing lines of extravagant, courtly fashions that double as battle gear. The Fighter's wardrobe also contains exquisite pieces of armor and relaxed jacket, breeches and venetian combinations for afternoon monster hunts.

The Witcher
CD Projekt/PC

Lanna the Barmaid

The world of The Witcher is drawn from the pages of Andrzej Sapkowski's dark medieval fantasy novels. This is a grim era of violence and debauchery on par with Robert E. Howard's most forbidding tales. Cutthroats linger around every corner, ancient magic is summoned from the [illegible] wild holy men, and a spirit of vulgarity and lust weaves through society like a lingering haze. To rise above others in such a world [illegible] powerful fighter like The Witcher's protagonist Geralt, or use cunning and beauty to bewitch and [illegible] as the coy and mischievous barmaid Lanna is wont to do.